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NO QUARTER MAGAZINE™

ISSUE Nº 9
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WARMACHINE

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HORDES™

TWO-PLAYER CAMPAIGN
WITH NEW TERRAIN RULES

IRON KINGDOMS™

NEW GUN RULES AND
THE NEXT MONSTERMONICON

NOVEMBER 2006

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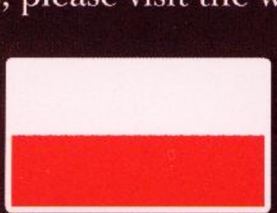

ON THE COVER

PENDRAKE BY ALEKSI BRICLOT. ADVENTURING SCHOLAR VIKTOR PENDRAKE DISCOVERS THE SKORNE EMPIRE LACKS MUCH IN THE WAY OF A TOURIST BUREAU! CAPTURED AND TAKEN TO EASTERN IMMOREN, PENDRAKE CONTINUES HIS SCHOLARLY PURSUITS, BUT MUST ALSO FIND A WAY BACK HOME.

ALEKSI BRICLOT HAS BEEN CONCEPT ARTIST AND ART DIRECTOR FOR SEVERAL VIDEO GAMES INCLUDING COLDFEAR, SPLINTER CELL DOUBLE AGENT, AND HAZE. ALEKSI IS ALSO AN ILLUSTRATOR FOR GAMES (*VAMPIRE, DREAMBLADE, MAGIC: THE GATHERING, HORRORCLIX*) AND COMIC BOOKS. HE'S CURRENTLY ILLUSTRATING MERLIN, AN ART BOOK ABOUT THE LEGENDARY WIZARD.
ALEKSI'S WEBSITE IS WWW.ANEYEONI.COM.

CREDITS

VATEE
SS G
GAMER
HOOLIGA
JUDGE

Gencon? Stressful? Tiring? Nah...

WRITE A CAPTION, WIN SOME BOOTY! Send your captions for these pictures to submissions@privateerpress.com by November 20th and we'll print the top three winners in Issue #10.

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No Quarter Magazine

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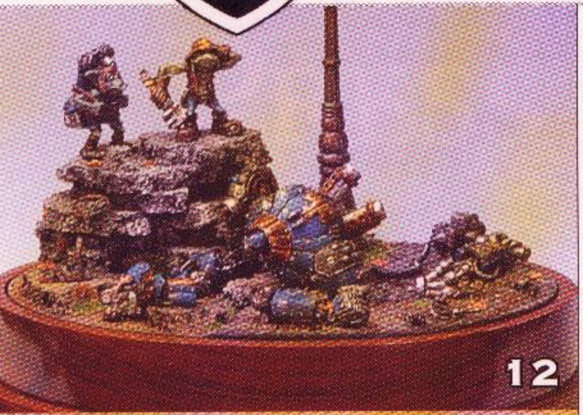

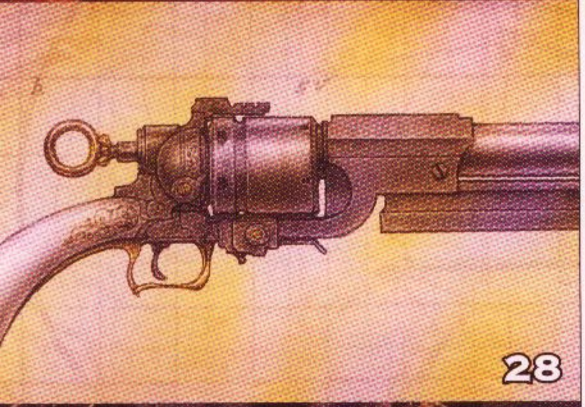

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FIRE IN THE HOLE!

Once Upon A Prime

By now, you've heard about *WARMACHINE: Prime Remix* releasing this January. We know it's generating some real excitement out there and that got me thinking.

I remember the day I first wrapped my eager mitts around my own copy of *WARMACHINE: Prime*. It may sound funny that there's a direct link between the excitement and energy on that day and where I am now. Let me explain. At the time, I worked at the Game Preserve in Bloomington Indiana, a game store in a sleepy college town where I was finishing up my graduate work and supporting my gaming habits by playing cash register monkey. David Ray, one of my friends in our Iron Kingdoms RPG, had just introduced me to the WARMACHINE through the battle boxes. Truthfully, I was hesitant to try a miniatures game—I was a dyed-in-the-wool roleplayer. The lack of strong characters or compelling storylines in the miniature games I had tried only reinforced that RPGs were my kind of game and miniatures were for someone else. WARMACHINE changed all that. I was already in love with the Iron Kingdoms, steeped in its history, enamored of its gritty texture, and I wanted more. WARMACHINE gave me another way to view something I already enjoyed.

That's not really unusual, I know; kind of natural growth of my interest in the Iron Kingdoms. However, by the time *Prime* released we had generated a lot of energy at the game store. I hadn't been this excited about a game for years. We had all pre-ordered the book, painted up our models, and prepared for release day, ready to rock the world. Then everything stopped. For some unforeseen and disastrous reason the delivery was delayed. All of us felt a little crushed. What happened next made all the difference. The store manager, my friend Bryan, opted to overnight a second order of *Prime* at huge expense just to satisfy our thirst for steam powered combat. When the day arrived, we came ready to play and weren't disappointed. I don't think I've ever been so happy to see a FedEx driver in my life.

It's that energy of players like David and commitment from retailers like Bryan that has brought me to the place I am now. That's what makes me excited about the *Remix*. I want that energy, that excitement, to transfer to a new generation of players. I want old veterans to experience that new car smell again and feel what they felt when they first cracked open that cover. The passion I felt for my first *Prime* is how I want people to feel about this magazine. It's the energy of our players that's going to drive me to make every issue of No Quarter better than the last. It's that energy that's going to carry me, this company, and all of you, into the wide-open future.

Next issue, we will be bringing you the first of a new regular installment known as the Trail of Champions. We're excited to be doing something new with the Trail, taking the top five placing members of this year's US Nationals and following them throughout the year as they prepare for next year's match. We'll be giving the champs the resources they need to build a 1000 point list for the competition and discussing their choices and tactics here in No Quarter Magazine.

This year's champions and their army from the US National Open are:

Justin Herring - Cryx

Adam Poirier - Khador

Duane Boyd – Khador

David Carl - Khador

BA Sparks -Cryx

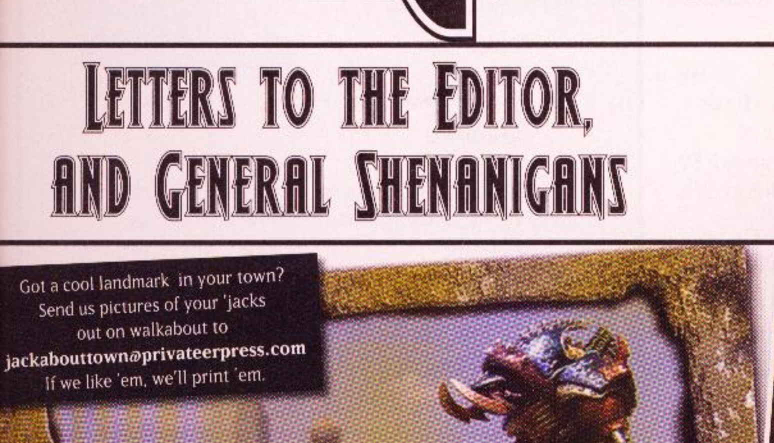
Congratulations, champions, we'll see you on the trail.

Nathan Letsinger

-Editor in Chief

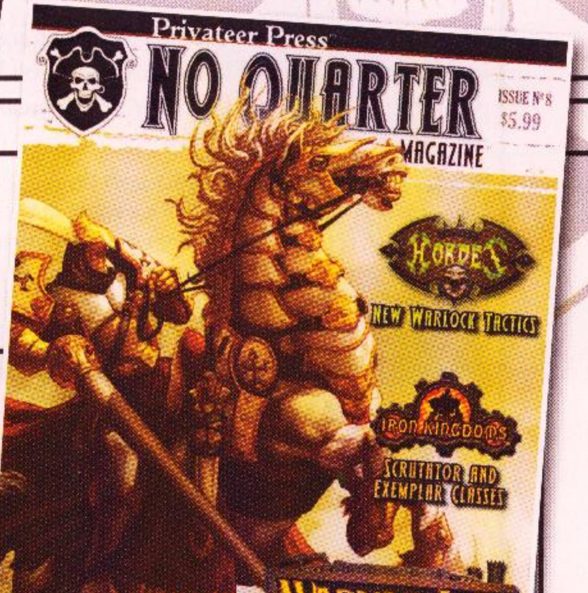
BOATSWAIN'S CALL

LETTERS TO THE EDITOR, AND GENERAL SHENANIGANS



Got a cool landmark in your town?
Send us pictures of your 'jacks
out on walkabout to
jackabouttown@privateerpress.com
If we like 'em, we'll print 'em.

Jim Rowell's Reaper terrorizes the Dallas skyline.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IRON KINGDOMS
SCRUTATOR AND EXEMPLAR CLASSES
WARMACHINE
SEPTEMBER 2006
SUL THEATER OF WAR PLUS
PAINTED SUPERIORITY CAVALRY!

Couple of Questions:

1) Will there be a Prime 1.5 any time in the near future?

2) Is true we won't see another WARMACHINE book until 2008?

3) What is this I read about in the forums about a huge HORDES book with cavalry, weapons, and unit attachments coming out in Gen Con next year?

—ajtheronin from the Privateer Press forums

A few answers for you, Mr. theronin:

1) We've been bombarded with requests for a full-color, wide-screen version of Prime to match the quality of our other works. I'm happy to report we plan to offer just that. See the ad on page 42. No really, go, I'll wait.

2) Don't worry, you'll see some great new releases for WARMACHINE in 2007. I'll get keel-hauled if I tell you the secrets we have planned. Testing new warcasters takes quite some time, especially now that we must test them against HORDES as well. And boy do we have some great new warcasters in the works... We'll do our best to bring you previews of upcoming stuff right here in No Quarter Magazine.

3) Evolution is the first HORDES expansion and planned for release at Gen Con Indy 2007. It's a huge expansion with new warlocks, new warbeasts, new troops, unit attachments, and yes indeed, cavalry for your HORDES factions. It has to be huge - we want you to give your fellow WARMACHINE players a

serious thrashing with this stuff. Imagine mounted skorne warriors on scaly saber-tooth cats...or pick up Volume II of the Monsternomicon this spring to see them for yourself.

Wow, I've blown the lid off some secrets. It's good to be the cap'n of this ship.

I'm looking to spice up an Iron Kingdoms game with Khador's basic trooper. I need to know their uniform's armor bonuses along with stats for a blunderbuss.

—Kovnik Zaitsev from the Privateer Press forums

Dear former Kovnik Zaitzev,

For not knowing that the blunderbuss' stats are available in the Iron Kingdoms Character Guide, you have been demoted to Winterguard Trooper. Winterguard Zaitzev now uses the following stats:

Winterguard, male human (Khard) Ftr3:
CR 3; Size M (5 ft., 10 in. tall, 200 lbs.); hp 25; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 Winterguard Armor [treat as reinforced greatcoat]); DR 3; Attack +6 melee or +5 ranged; SV Fort +5, Ref +3, Will +0; AL LN; Str 15, Dex 13, Con 15, Int 10, Wis 9, Cha 8.

Languages: Cygnaran (spoken), Khadoran (spoken)

Skills and Feats: Climb +8, Intimidate +6, Listen +1, Spot +0, Craft (small arms) +5, Ride +2, Handle Animal +1; Endurance, Exotic Weapon Proficiency (small arms), Power Attack, Weapon Focus (hand axe)

I remember seeing a few snippets in early NQ's of people sending in pictures of their warjacks in various locals. Is this still going on? I ask because I live in Dan Quayle's hometown. Picture it: The Behemoth vs the Potatoe [sic] bot outside the Dan Quayle museum!

—Bobby Bailey from the Privateer Press forums

Well, Bobby that sounds like the kind of thing nightmares are made of.

Yes, we want photos of your 'Jack About Town. Send your photo to the appropriately named **jackabouttown @privateerpress.com.** If we use your photo, and we like you, we might send you t-shirt or something.

CORRECTIONS AND KEEL HAULINGS

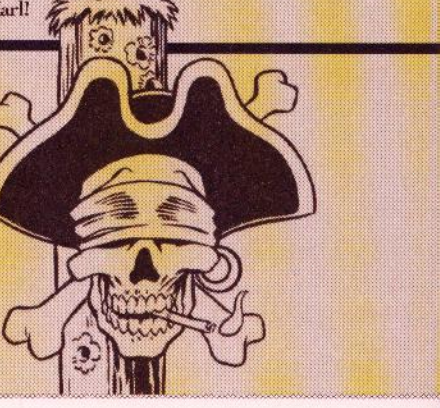
Folks don't get keel hauled much these days, unless you're the editor of No Quarter Magazine. Nothing like getting aquainted with the barnicled bottomside of your ship to set you straight. Here's a few changes to the last issue that escaped us:

In the last issue Jaime Rarick's army list for the in-house Staff HARDCORE event described in the Poop Deck was incorrect. Here is the correct army list:

Jaime Rarick
Most Victory Points and Best Painted Army

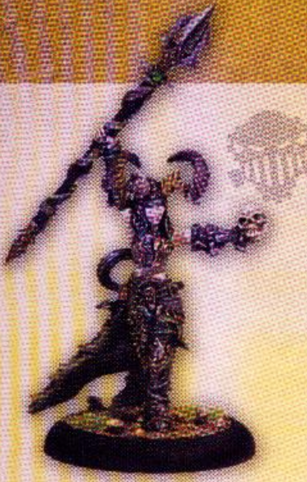
WARCASTER:	
Kommander Sorscha	71
WARJACKS:	
Behemoth Unique Heavy Warjack	172
Destroyer Heavy Warjack	126
TROOPERS:	
Doom Reavers (Leader & 5 Troops)	100
Kovnik Jozef Grigorovich	28
Greylord Ternion (Leader & 2 Troops)	43
Manhunter	22
Widowmakers (Leader & 3 Troops)	53
Winter Guard Mortar Crew (x2)	50
Winterguard (Leader & 8 Troops)	76
	741

Additional corrections to issue 8:
Cartographer Rob Lazzaretti was incorrectly credited on page 12 as John Lazzaretti. He'll always be John to us. Rob Baxter, not to be confused with John Baxter, should receive credit as writer of Guts & Gears, not Doug Seacat whom has been flogged for the mistake despite having nothing to do with it. Karl Richardson and Torstein Nordstrand should receive artist credits for art in the "The Soul Yard". Karl's Orgoth Tower piece rocked our socks off. Sorry about that Karl!



NEW RELEASES

NOVEMBER

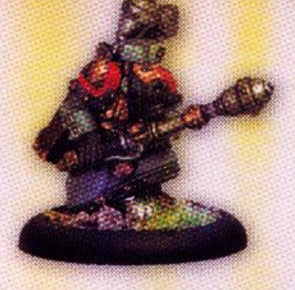


Cryx Satyxis Raider Sea Witch

Bound in a union forged in blood under the Calder moon, the sea witch and her raider coven share an uncanny arcane bond. During battle the sea witch uses her arcane talents to whip her warrior sisters into bloodlust and calls upon the elements to conceal, bewitch, enervate, and punish.

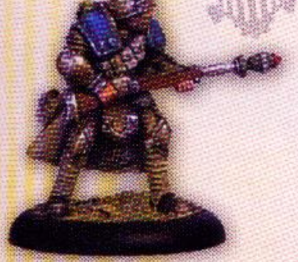
Sculpted By: Werner Klocke
PIP34052 $7.99

No Quarter Magazine #9
PIP NQ09 $5.99



Khador Winter Guard Rocketeer

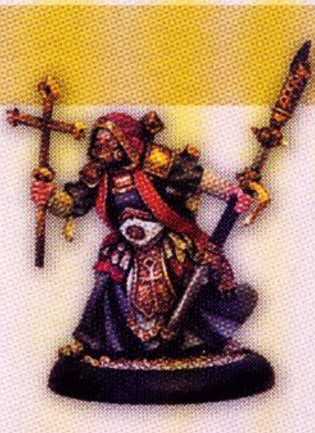
Sculpted By: bobby jackson
PIP 33049 $7.99



Cygnar Trencher Grenade Porter

Cygnaran demolitions experts have engineered a grenade attachment for Trencher military rifles that utilizes the rapidly expanding gasses from a fired round to launch an explosive projectile at surprising range. Trenchers with an interest in demolitions volunteer as porters and receive specialized trained in the assembly and safe prepping of these devices so they can distribute them to their platoons.

Sculpted By: Adam Clarke
PIP 31048 $7.99

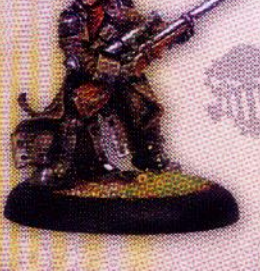


Protectorate Reclaimer

Sculpted By: Jose Roig
PIP 32044 $8.99

Mercenary Mangler

PIP 41007 $21.99



Mercenary Kell Bailoch

Kell Bailoch is a name now synonymous with 'assassin'. A victim of the premiere rifleman hears nothing and sees nothing. He experiences only a moment of surprise and a keen, if brief, sensation of agony before a precisely targeted bullet ends his life.

Sculpted By: Michael Bigaud

PIP 41034 $9.99

NOVEMBER

Minion Alten Ashley, Monster Hunter

Alten Ashley is a truly exceptional hunter of the great beasts stalking the wilds of western Immoren. His incredible skill is almost great enough to match his ego, but Alten's ability to bring down large game for his employers is too valuable to pass up.

Sculpted By: Steve Buddle

PIP 75005 $9.99

Circle Orboros Shifting Stones

Shifting stones are fulcrums of natural power that tap into the pervading essences of Orboros to alter the flow of battle radically. Their mysterious power allows them to bathe nearby allies in raw life essence, sink quickly into the earth and rise again wherever they are needed, or send another creature to a completely different area of the battlefield.

Sculpted By: Jeff Wilhelm

PIP 72016 $9.99

Minion Gobber Fog Bellows Crew

Sculpted By: Jerzy Montwill

PIP 75004 $7.99

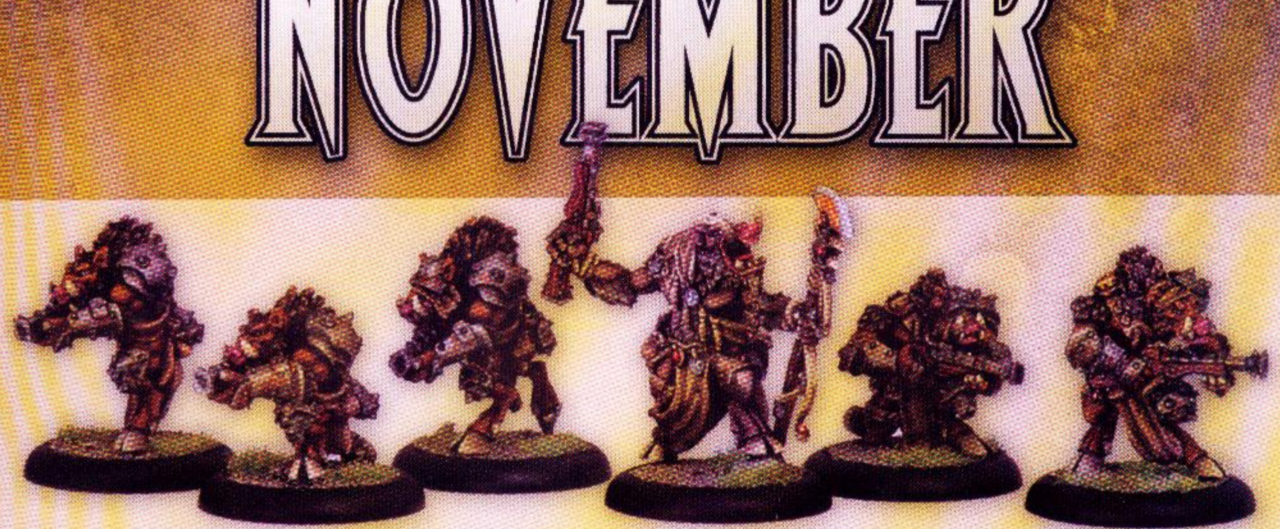
Skorne Ancestral Guardian

The essence of accomplished skorne ancestors can be preserved in stone and then infused into ancestral guardians. The ancestral spirit guides the guardian and gathers the souls of recently slain skorne to funnel their energy into deadly attacks. Spirits collected in this fashion gain honor in death and are named revered companions of the exalted.

Sculpted By: Edgar Ramos

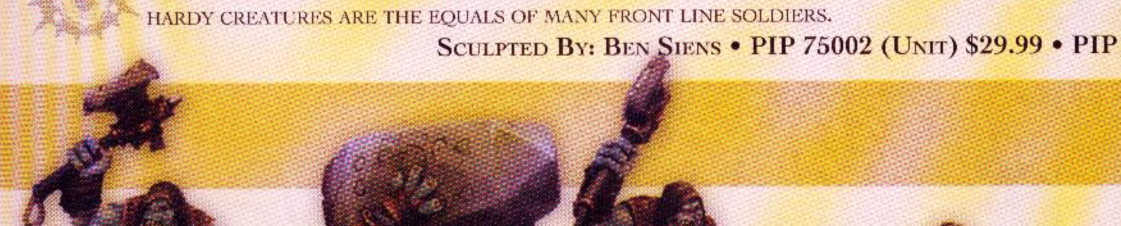
PIP 74019 $11.99

NOVEMBER



Minion Farrow Brigands - The stern Farrow Brigands are as difficult to bring down as the boars they resemble. Armed with primitive rifles scavenged from raids on human caravans, these fierce and hardy creatures are the equals of many front line soldiers.

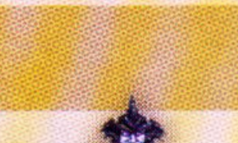
Sculpted By: Ben Siens • PIP 75002 (Unit) $29.99 • PIP 75003 (2) $9.99



Trollblood Krielstone Bearer & Scribes

Sculpted By: Felix Painiagua

PIP 71017 (Unit) $26.99 • PIP 71018 (2) $12.99



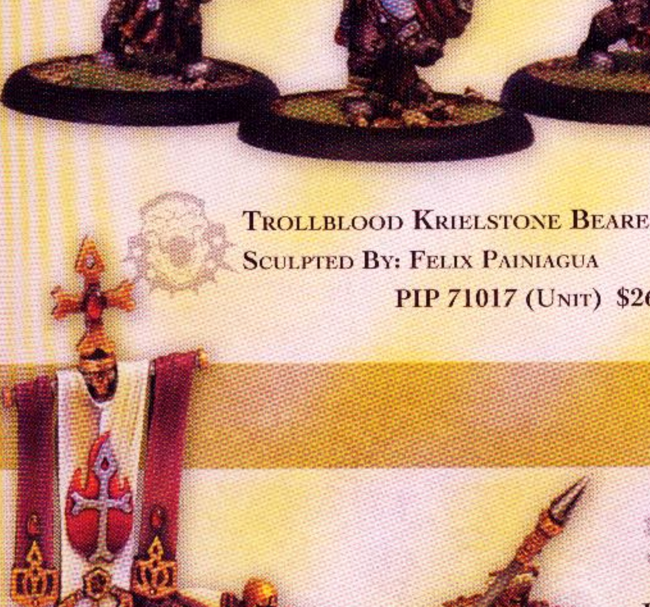
Legion Foresaken

Sculpted By:

Alexandre Marks

PIP 73018 $7.99

DECEMBER



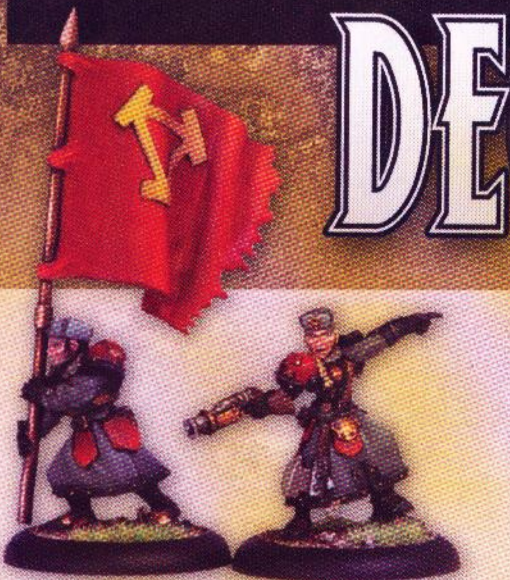
Protectorate Temple Flameguard Officer and Standard Bearer

With their martial prowess honed to a razor edge, the officers of the Flameguard have turned their charges from a defensive bulwark into the core of a disciplined army. These preceptors are capable of increasing their unit's already formidable attacks and are accompanied by zealous standard bearers who inspire the troops to still greater deeds.

Sculpted By: Edgar Ramos

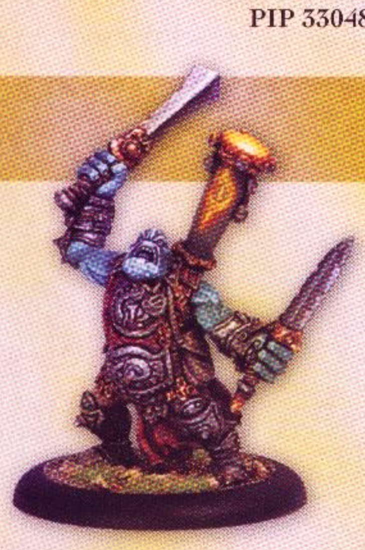
PIP 32047 $14.99

DECEMBER



Khador Winter Guard Officer and Standard Bearer
Sculpted By: Bobby Jackson
PIP 33048 $9.99

Cygnar Trencher Officer and Sharpshooter
Sculpted By: Adam Clarke
PIP 31047 $9.99



Trollblood Fell Caller
Sculpted By: Felix Painiagua
PIP 71019 $11.99

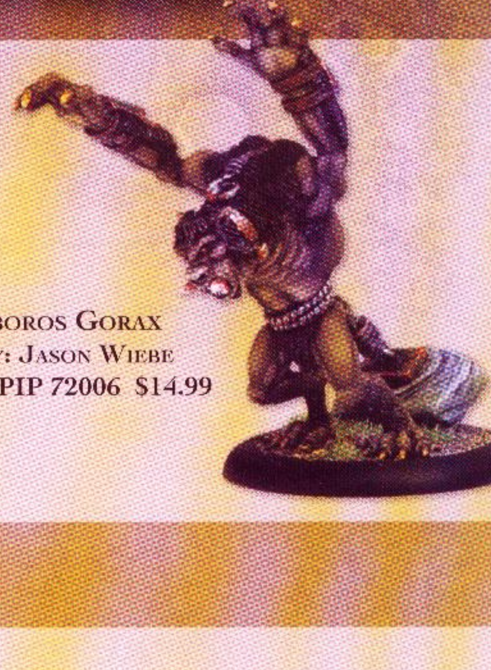
Cryx Brute Thrall
Sculpted By: Gregory Clavilier
PIP 34051 $14.99

Skorne Basilisk Drake
Sculpted By: Steve Saunders
PIP 74005 $14.99

Skorne Paingiver Tormentor and Beast Handlers
Sculpted By: Edgar Ramos
PIP 74017 (unit) $17.99 • PIP 74018 (2) $7.99

DECEMBER

Legion Harriers (2)
Sculpted By: Jose Roig
PIP 73005 $13.99

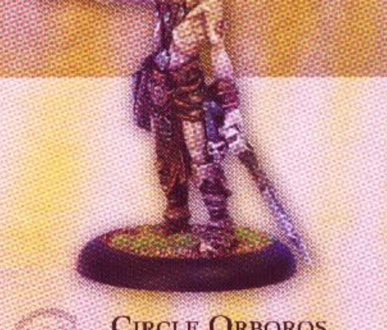


Circle Orboros Gorax
Sculpted By: Jason Wiebe
PIP 72006 $14.99

Trollblood Pyre Troll
The pyre troll's skin continually smolders and the air around it ripples in a haze, warning of the inferno to come. Belching gouts of blazing spittle, the pyre troll wades into battle to tear man and beast apart with brutal enthusiasm. Their incendiary abilities make them nearly indispensable to trollkin warlocks.
Sculpted By: Steve Saunders

PIP 71006 $14.99

Legion Spawning Vessel - Inscribed with the profane language of dragons, Spawning Vessels reduce the bodies of the slain into charnel fluid that ripples as if alive. When the unnatural concoction is ready, a newborn dragonspawn leaps screeching from the liquid. Acolyths constantly feed the Vessel to swell the ranks of the Legion throughout the battle with fresh lesser warbeasts.
Sculpted By: Jose Roig • PIP 73016 (unit) $19.99 • PIP 73017 (2) $7.99



Circle Orboros
Lord of the Feast
Sculpted By: Edgar Ramos
PIP 72018 $11.99

NEW RELEASES

US GRAND MASTER PAINTING COMPETITION RESULTS

Report by Miniatures Director **Mike McVey**

THE BEST PAINTERS DUKE IT OUT AT GEN CON INDY 2006 FOR TOP PRIZES

This fall Privateer Press hosted the first Grand Master Painting Competition which drew the best painters in the hobby into a heavy competition for bragging rights and serious cash prizes. Here is a look at some of the best entries and the winners of this year's Grand Master Painting Competition.

THE 2006 CATEGORIES:

1. **Warjack / Warbeast** - A single light or heavy warjack or warbeast
2. **Warrior Model** - A single trooper, solo warlock, or warcaster
3. **Battlegroup** - A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts
4. **Unit / Small group** – Small thematic group of models or a unit.
5. **Diorama** - A scene of the Iron Kingdoms, made up of components that do not exceed 12″ wide, by 12″ tall, by 12″ deep.

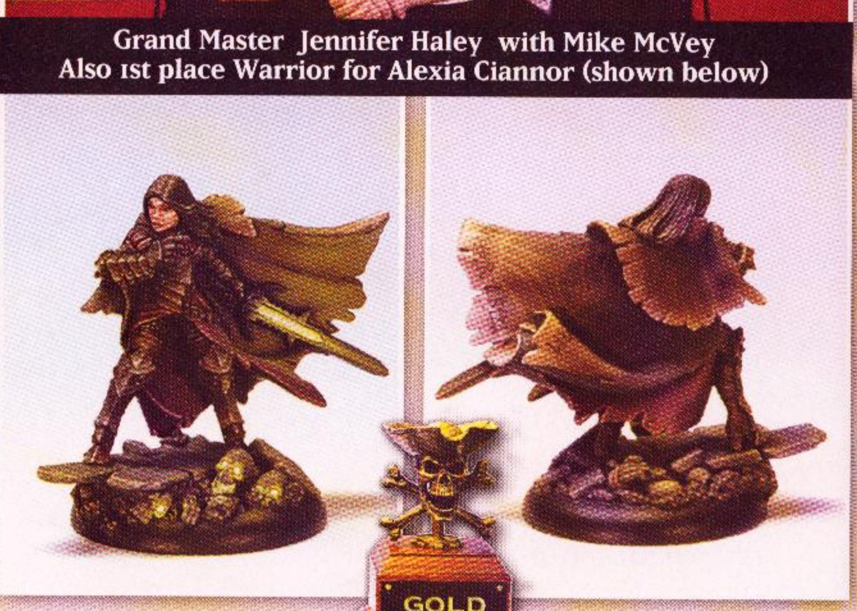
SERIOUS PRIZE MONEY:

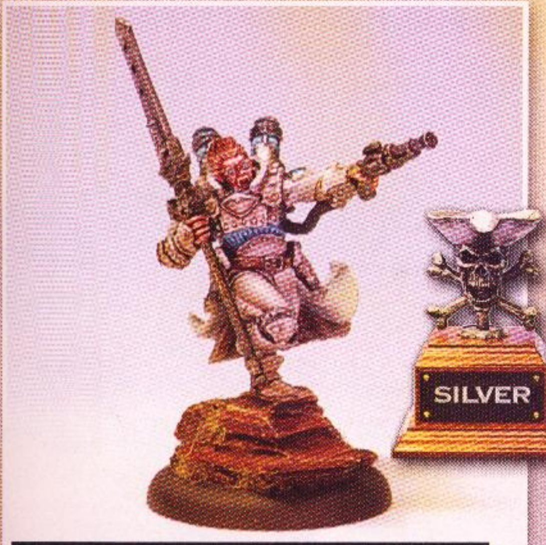
First Place for each category: 200 bucks cash

Grand Master (selected from the first place entries in each category): one cool grand, US

PRIVATEER PRESS PAINT
FOR
WARMACHINE

Grand Master Jennifer Haley with Mike McVey
Also 1st place Warrior for Alexia Ciannor (shown below)

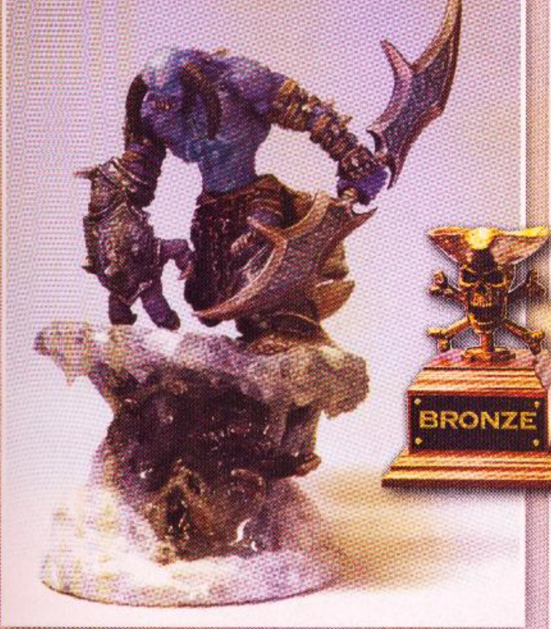




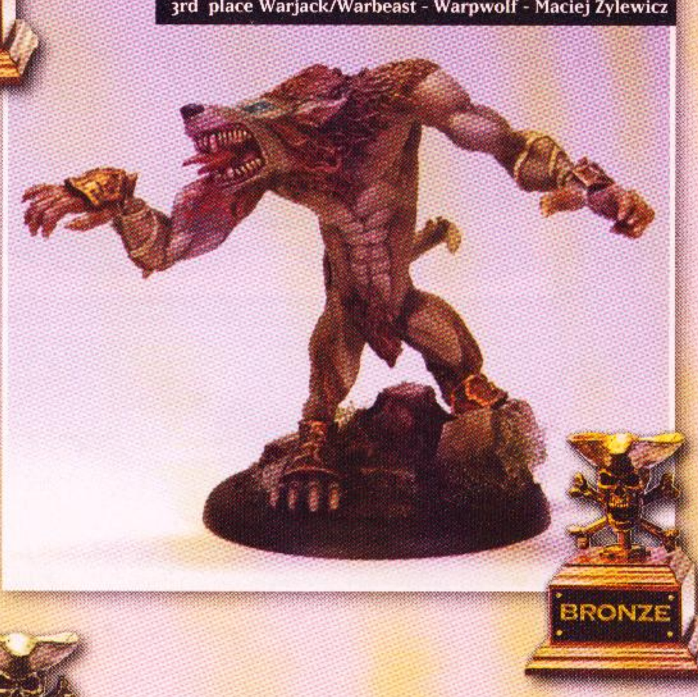
2nd place Warrior - Ld. Cmd. Stryker - Todd Arrington

1st place Warjack/Warbeast - Thunderhead - Rich Curtiss

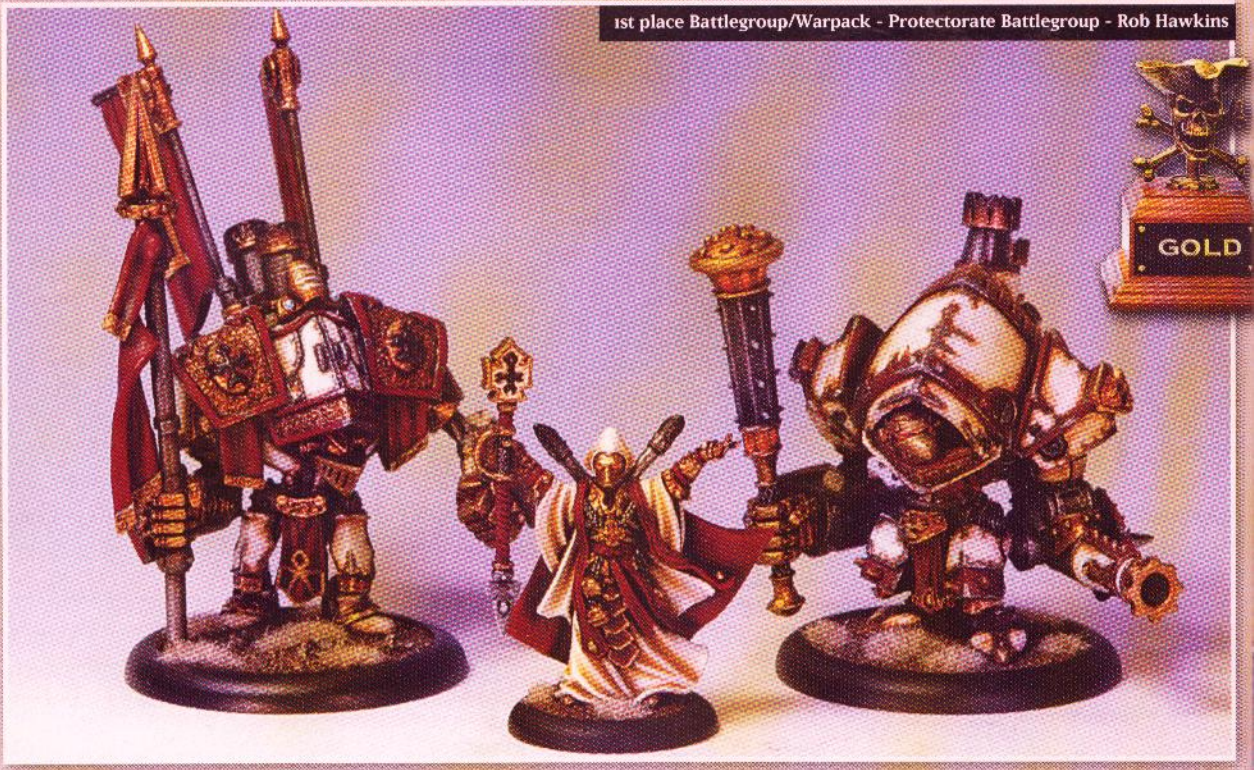
3rd place Warrior - Thagrosh - Maciej Zylewicz

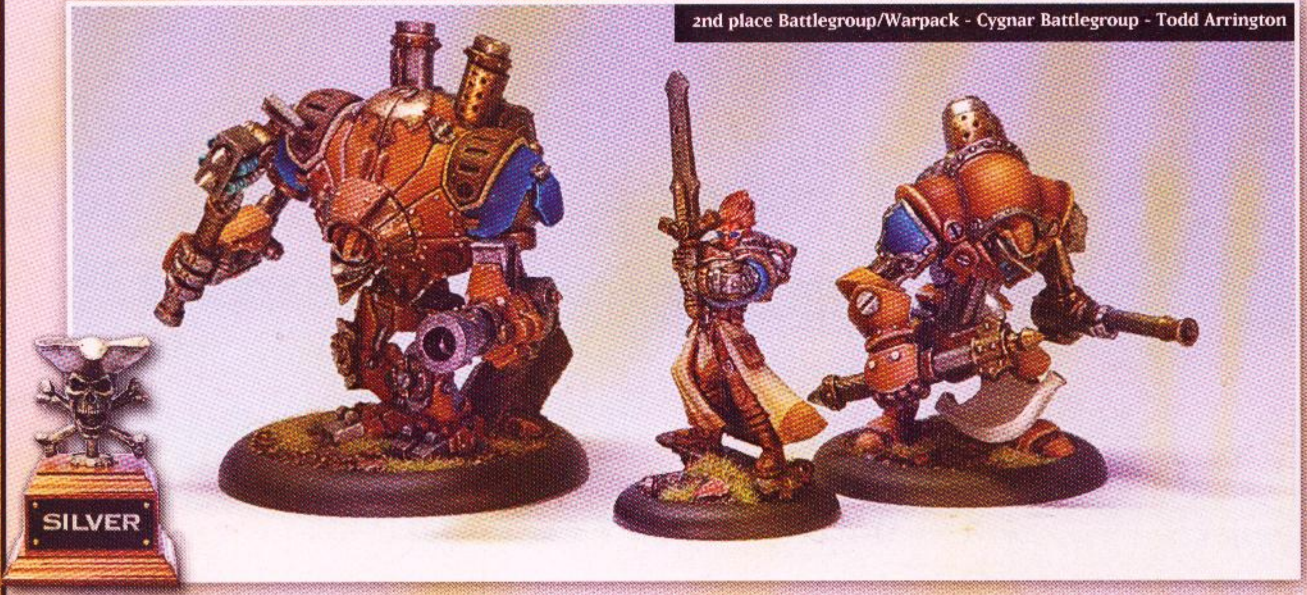


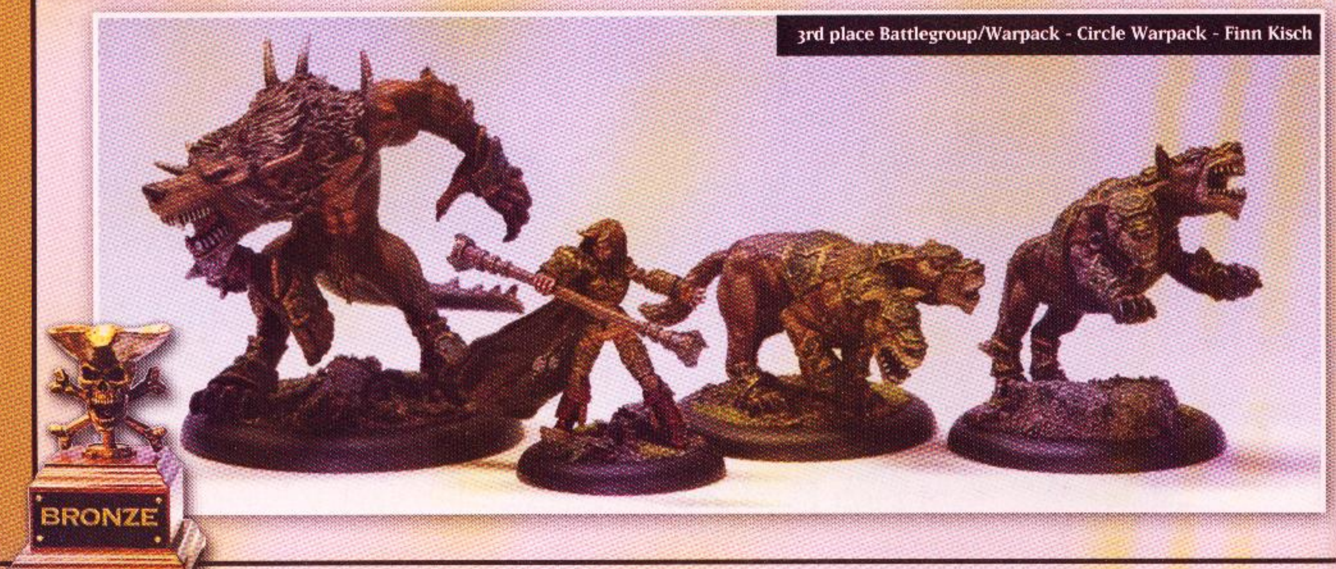
3rd place Warjack/Warbeast - Warpwolf - Maciej Zylewicz



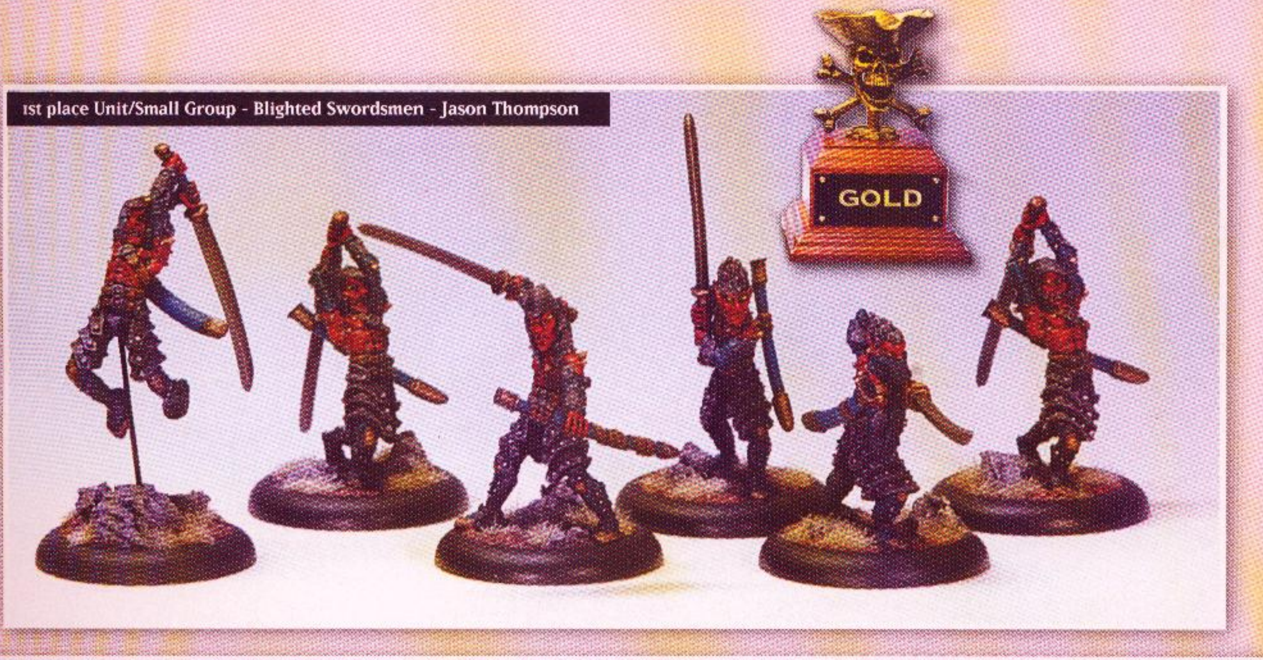
2nd place Warjack/Warbeast - The Avatar of Menoth - Rob Hawkins


1st place Battlegroup/Warpack - Protectorate Battlegroup - Rob Hawkins

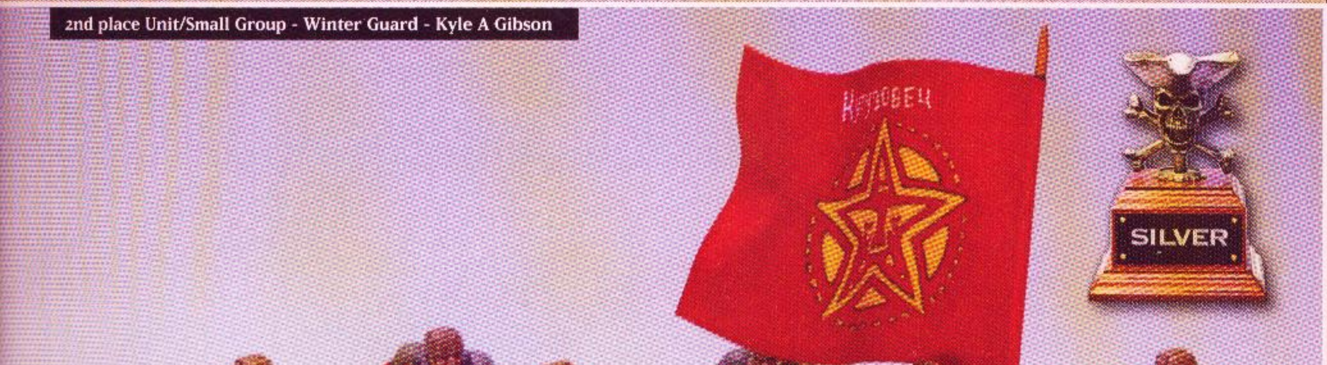

2nd place Battlegroup/Warpack - Cygnar Battlegroup - Todd Arrington


3rd place Battlegroup/Warpack - Circle Warpack - Finn Kisch

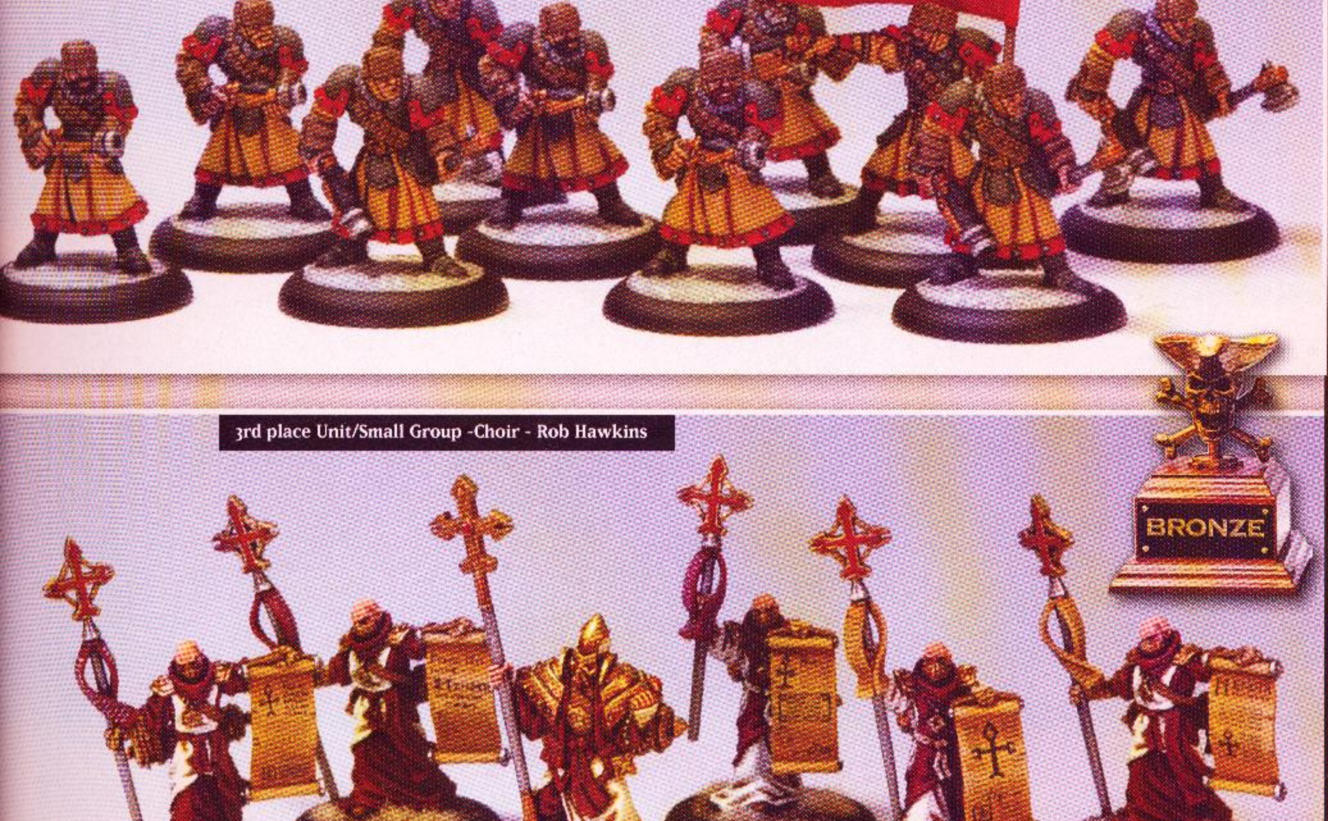
1st place Unit/Small Group - Blighted Swordsmen - Jason Thompson

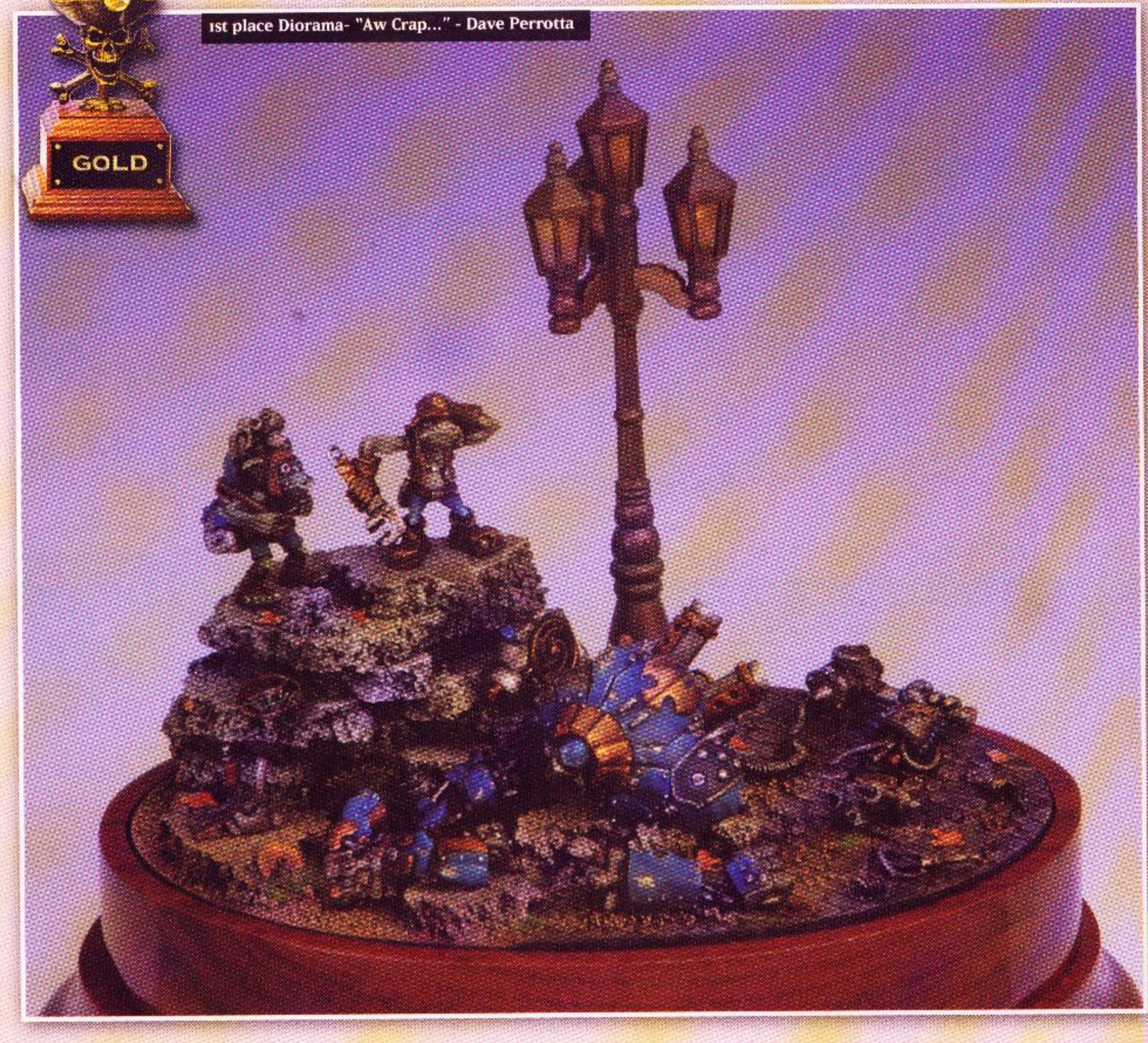


2nd place Unit/Small Group - Winter Guard - Kyle A Gibson

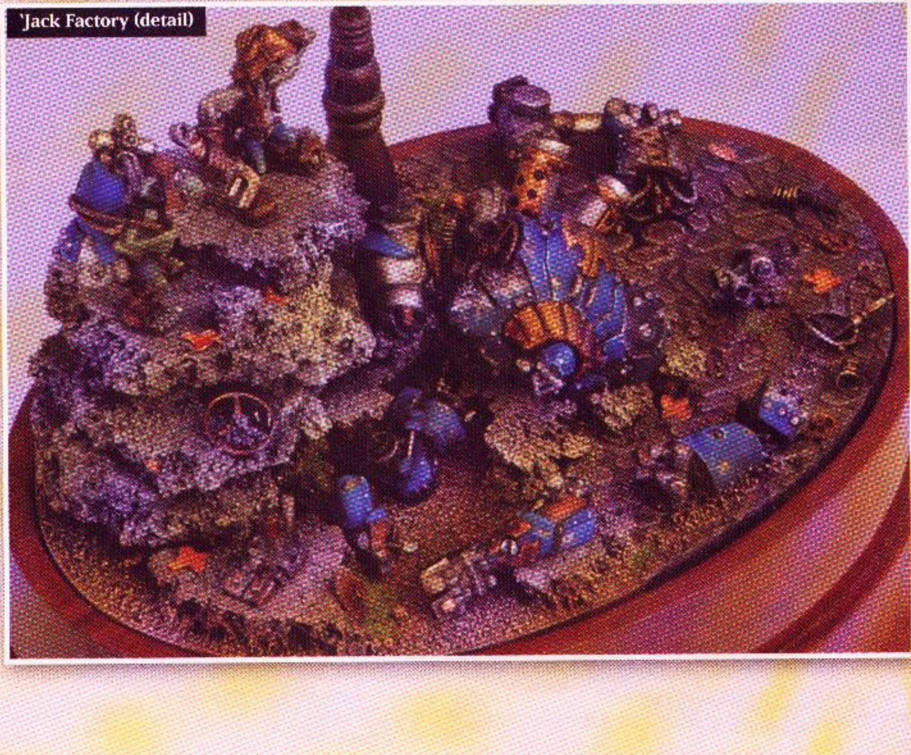


3rd place Unit/Small Group -Choir - Rob Hawkins

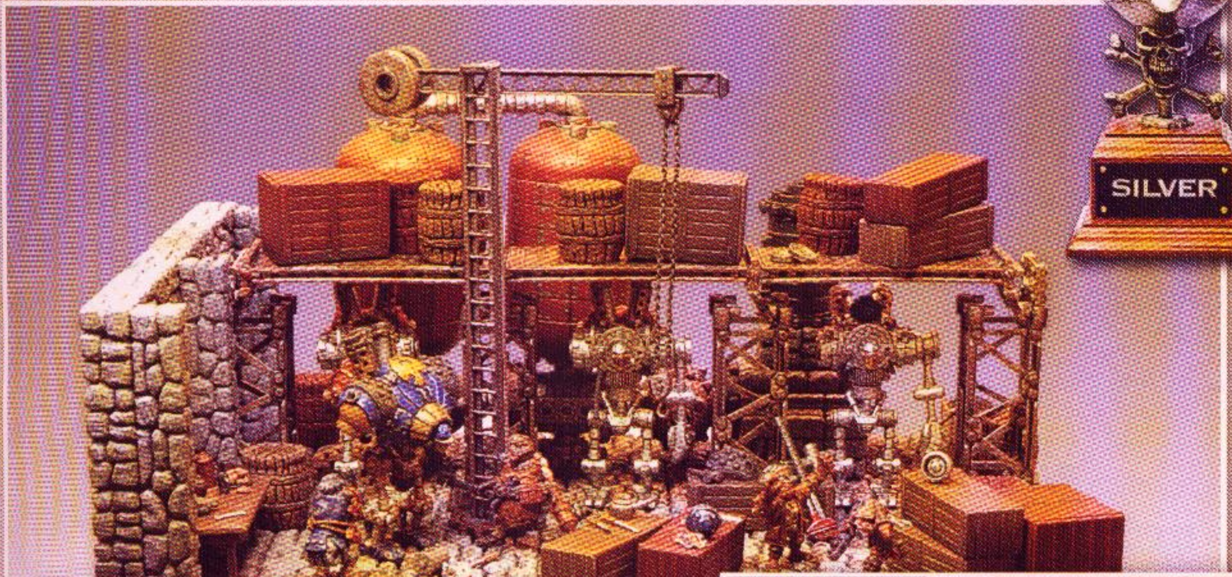




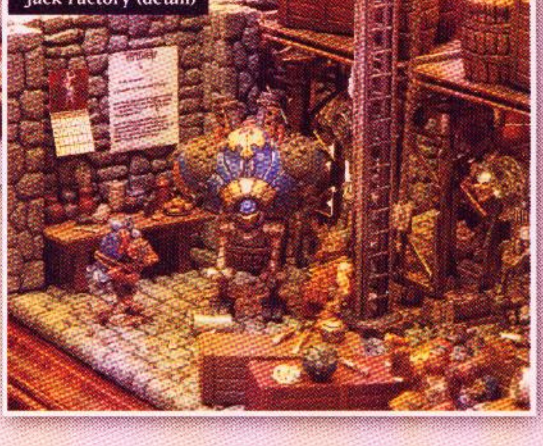
1st place Diorama- "Aw Crap..." - Dave Perrotta



'Jack Factory (detail)

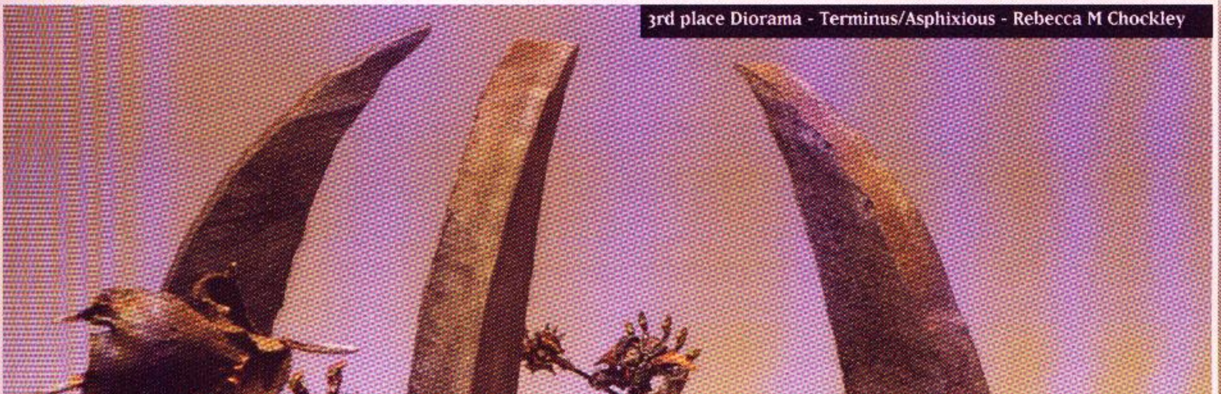


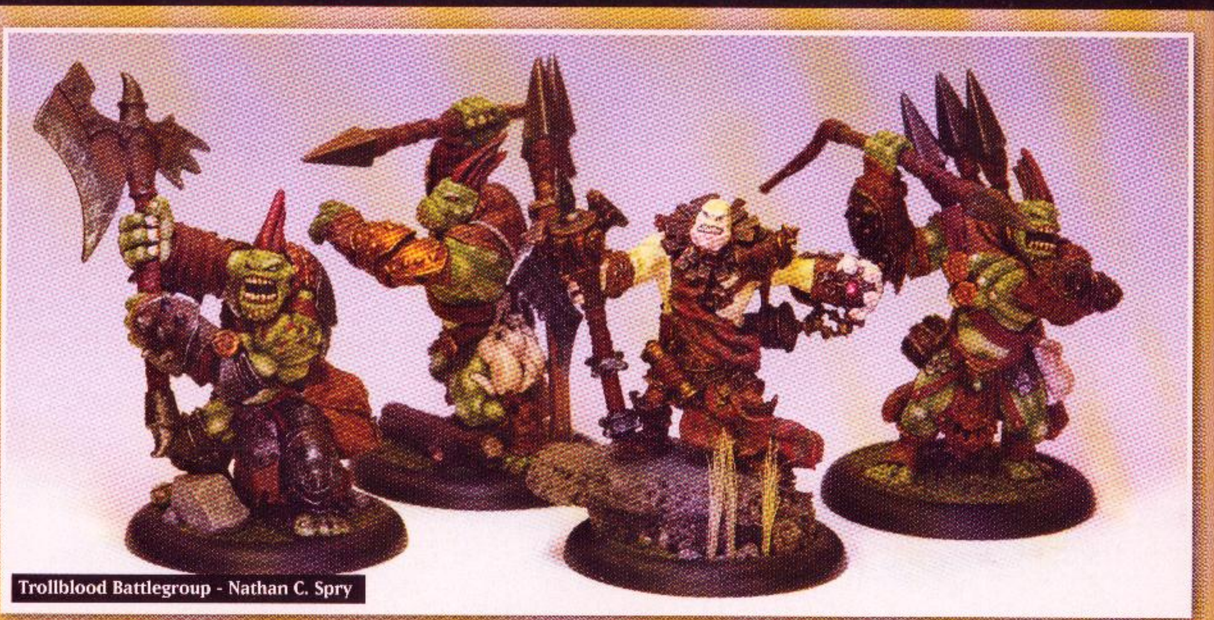
2nd place Diorama - 'Jack Factory - Patrick Keith



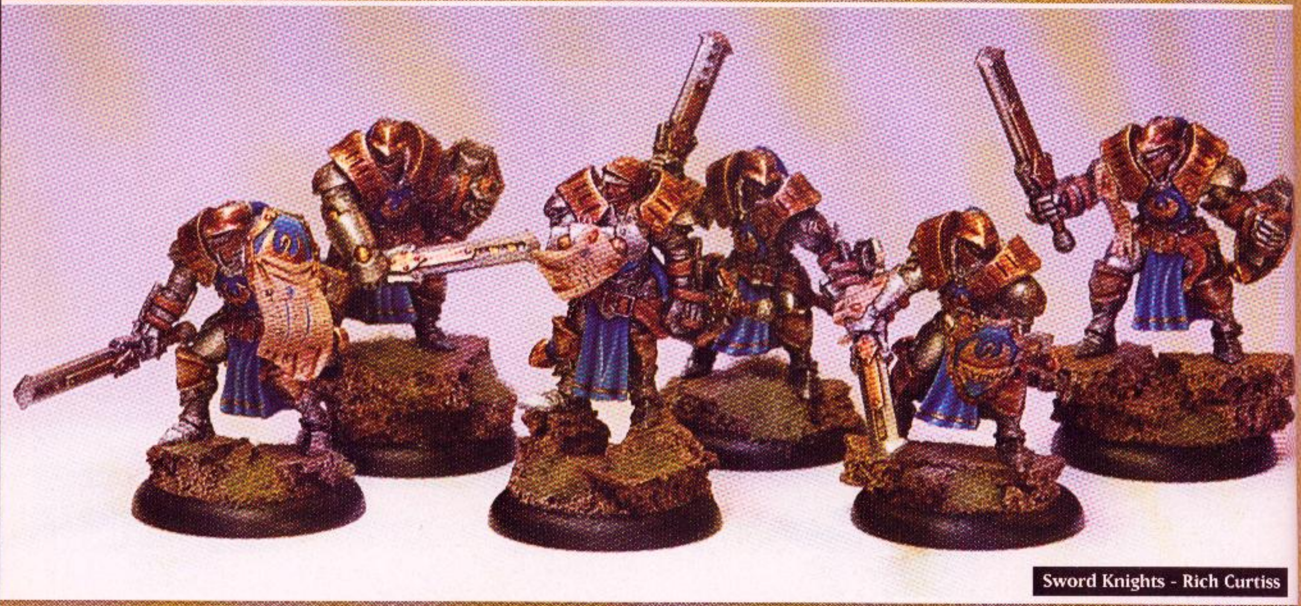
'Jack Factory (detail)

3rd place Diorama - Terminus/Asphixious - Rebecca M Chockley

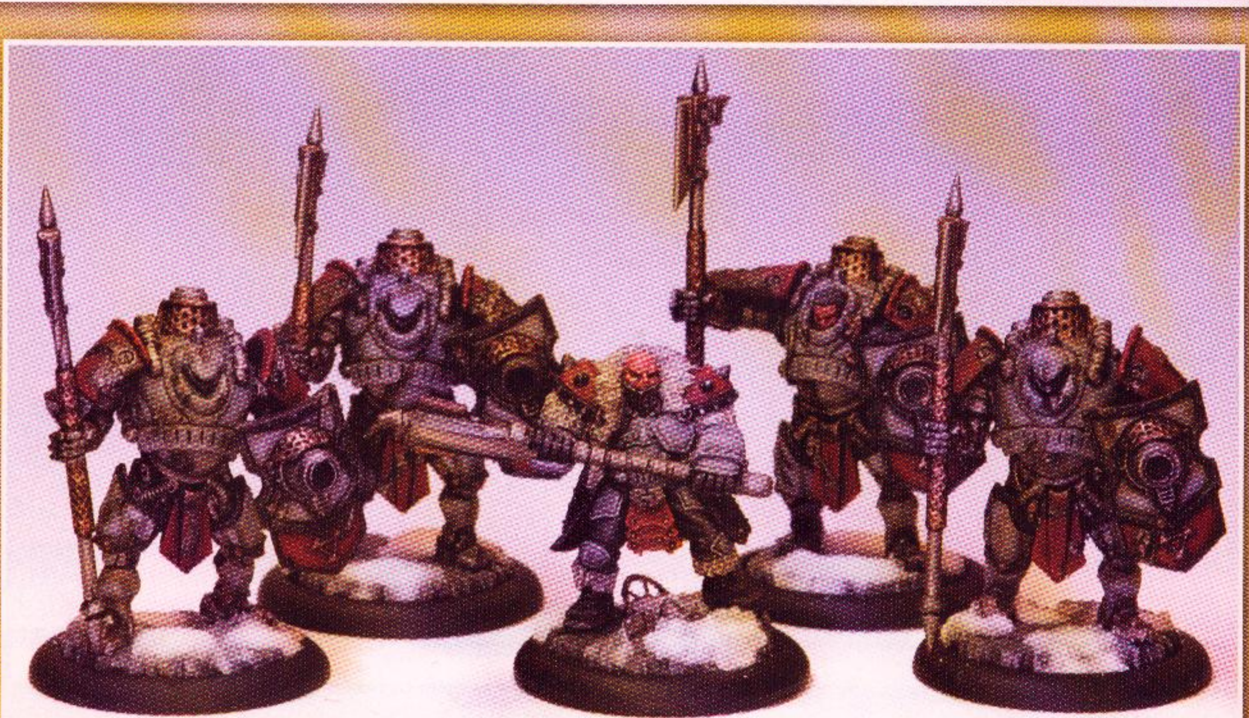




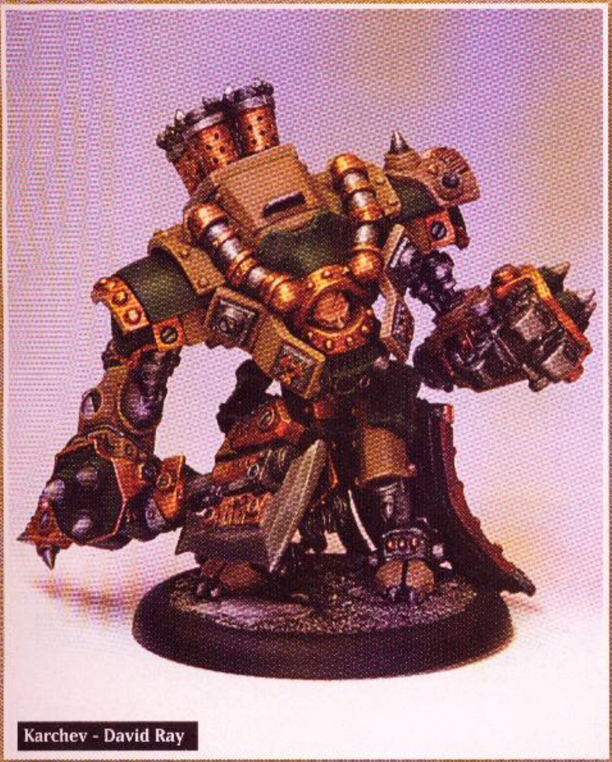
Trollblood Battlegroup - Nathan C. Spry

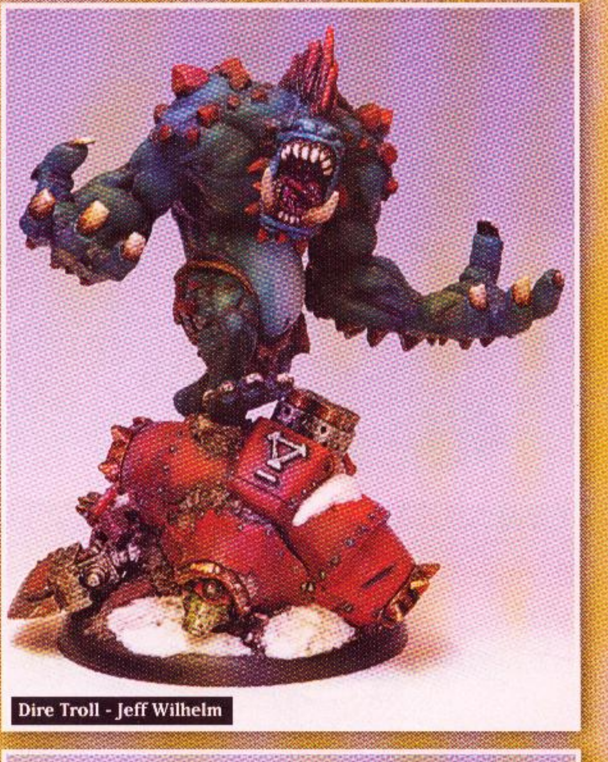


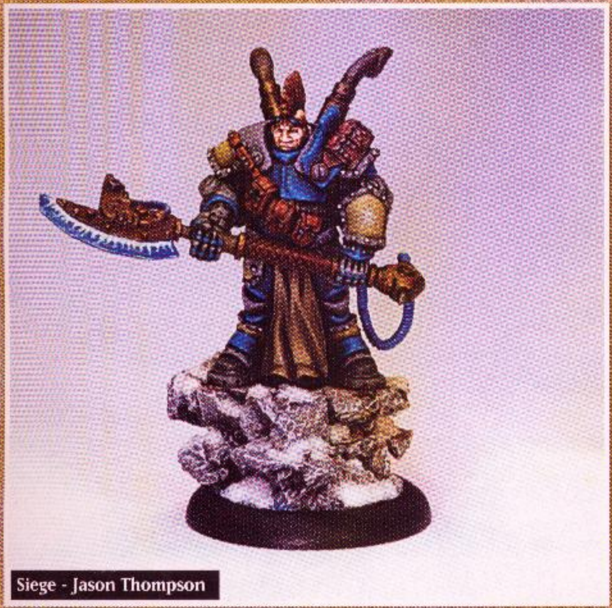
Sword Knights - Rich Curtiss

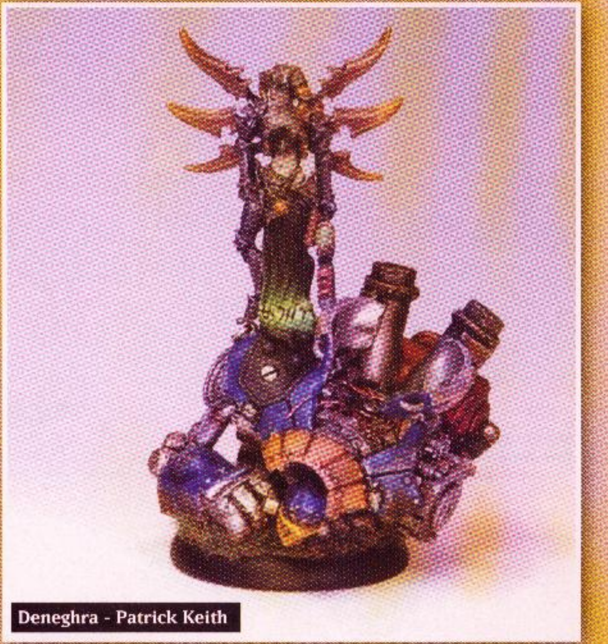


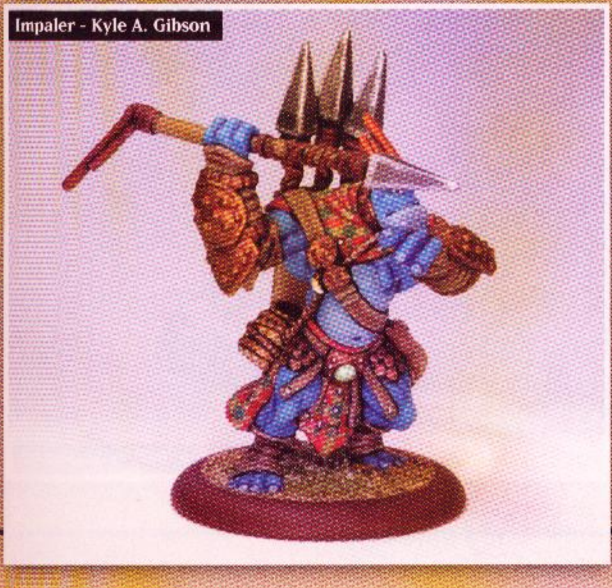
Butcher and Man-O-War Shocktroopers - Dan Smith

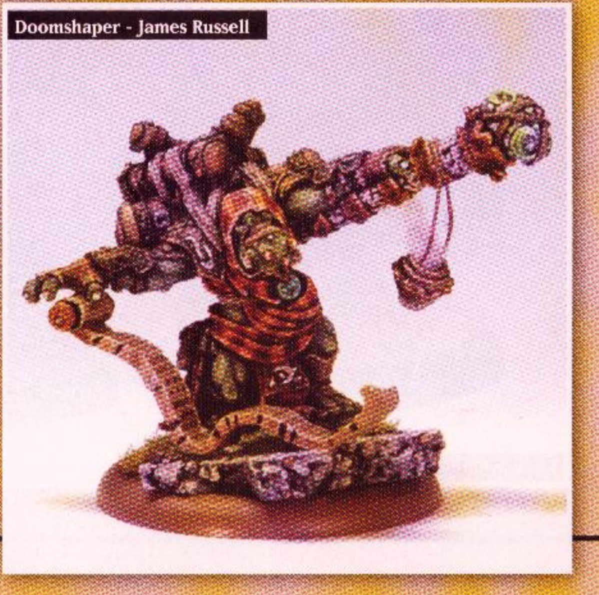

Karchev - David Ray

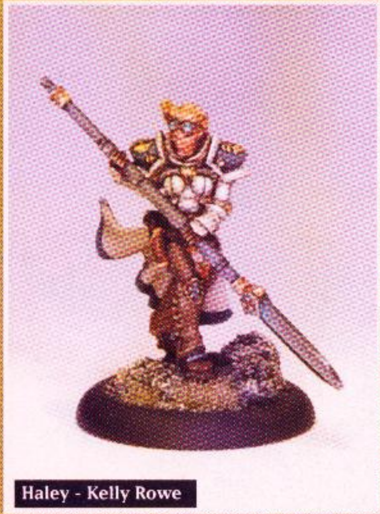

Dire Troll - Jeff Wilhelm


Siege - Jason Thompson

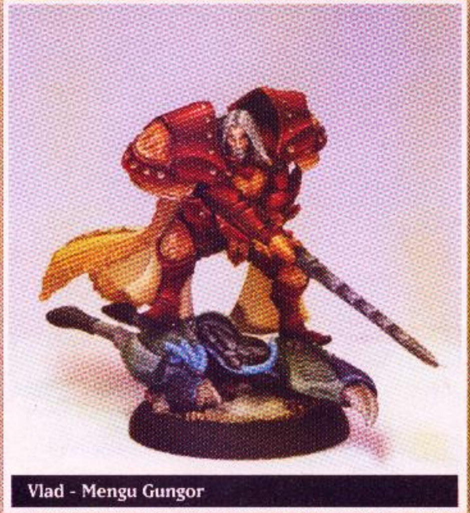

Deneghra - Patrick Keith


Impaler - Kyle A. Gibson


Doomshaper - James Russell



Haley - Kelly Rowe



Vlad - Mengu Gungor

Reinholt - Stephen Hilley

Khador Battlegroup - Kyle A. Gibson

Khador Battlegroup - Charles Padgett

Deathjack - Brian Roe

Thunderhead - Bobby Bailey

WARMACHINE HARDCORE

INTERVIEWS WITH THE WINNERS OF THE FIRST EVER HARDCORE TOURNAMENT

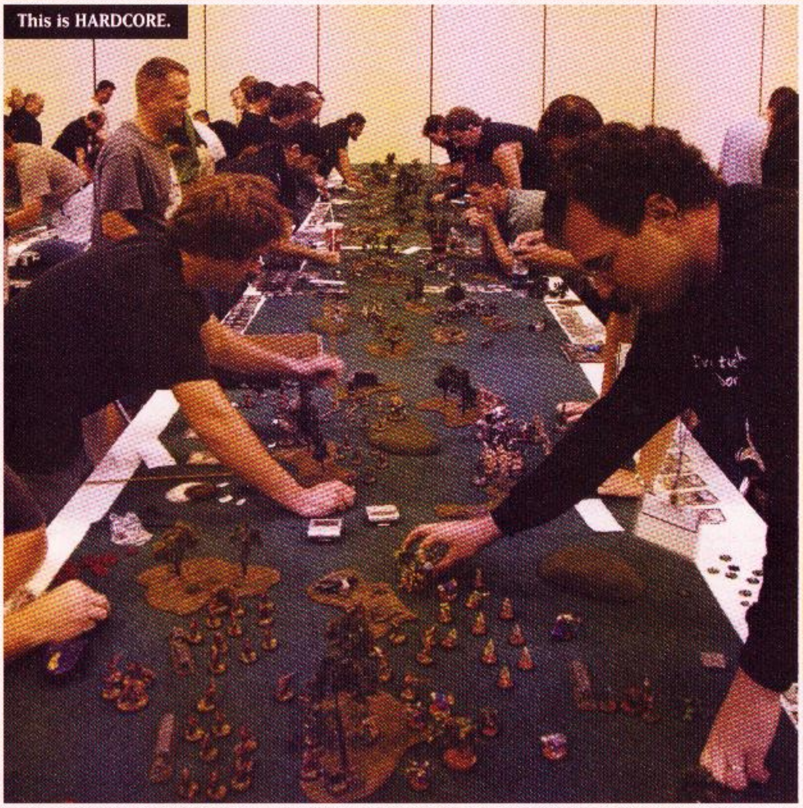
Report by **Nathan Letsinger**

THIS IS HARDCORE.

Privateer Press debuted the HARDCORE tournament format at Gen Con in Indianapolis. All elements of the hobby come together to make HARDCORE the pinnacle of competitive miniatures experiences, and it attracts the most dedicated players to the table. Dozens came to test their mettle and prove themselves among some of the very best players in the game. To compete in HARDCORE you must bring the complete package to the table: fully painted models, a decisive command of your army, and sharp-honed knowledge of the game. Awards go for the most victory points accumulated, the best-painted army, the fastest 'caster kill, and the overall champion based on strength of schedule.

Privateer Press says thank you to everyone who participated. You made this event a huge success and from your input you'll see HARDCORE grow bigger and better in the future.

This is HARDCORE.



WHAT IS HARDCORE

750 Points of WARMACHINE, any faction including Mercenaries.

7-minute turns

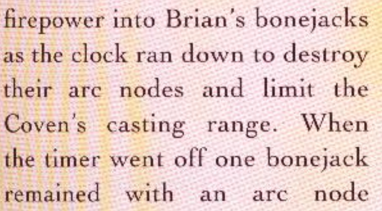
Fully painted and assembled models

All scenarios are "Kill the 'Caster"

THE MAGE-HUNTER AND VANQUISHER

Brian Speicher won the Mage-Hunter and Vanquisher awards. A professor of economics from St. Louis, MO, Brian started playing shortly after the release of Apotheosis. This was not only his first visit to Gen Con but also his first convention tourney.

Until his final battle Brian faced off against 5 Khador armies. The victory which earned him the Mage-Hunter award for fastest 'caster kill came in only 12 minutes and 43 seconds. His final battle was a tense showdown for the rights to the Vanquisher award against Chris Suhre's Cryx army lead by Deneghra. These two St. Louis players went for the throat with the speed only two Cryx armies can muster. Chris poured his firepower into Brian's bonejacks as the clock ran down to destroy their arc nodes and limit the Coven's casting range. When the timer went off one bonejack remained with an arc node and Deneghra in line of sight. Despite suffering from both The Withering and Crippling Grasp, the bonejack crept forward the 3" it needed to spite Deneghra's Stealth. The Coven proceeded to use 9 focus and Perfect Conjunction to spank Warwitch Deneghra blind with Stygian Abyss and give Brian the win.



Brian Speicher — Mage-Hunter & Vanquisher

No Quarter Magazine: Congratulations on winning both the Vanquisher and the Mage-Hunter awards. Tell us about your strategy and your army list.

Brian Speicher: When I started my first 'caster was the Coven. I don't plan on just casting Stygian Abyss because a good player will expect it. I prefer a warcaster to support an army and I like a ranged Cryx army. That's why I put the Leviathan in my list. I also dropped my usual Bane Knights for Bile Thralls. The main reason is because people are scared of them. People focus more attention on them than they should and I try to exploit that.

NQM: Cryx armies can have a lot of models. Did you feel rushed with 7 minute turns?

Brian: I'm used to 7 minute turns. I never feel rushed.

NQM: Before the event judge Kevin Clark gave a speech to fire everyone up. As the first-ever Vanquisher what would you add to the speech?

Brian: That it is time to experience true WARMACHINE. It is time to rely on instincts. Go with your gut feelings. You get to see the battle unfold at a speed unlike you have ever seen before. Block out everything else and focus. This is what it means to command your army. You do not have hours to think of your moves. You do not have time to work through the math in your head or measure your warcaster's control area eight times. No. It is time for quick reactions and instincts to take over. In other words, time for HARDCORE. Something along those lines. Just thinking about the tournament gets me excited about it again. It was certainly a rush.

NQM: Will you return next year and should we expect any changes to your army list or play style?

Brian: Depends on my teaching schedule over the summer. Right now I really like Epic Skarre. I may add in the Sea Witch and a unit of Satyxis Raiders. I find that most people underestimate models that have threat ranges over 10" . I know I do. They are particularly interesting because in HARDCORE there is less infantry and more jacks. Which means they should be able to find a target and either deprive my opponent of focus or weaken the warcaster to allow my 'caster to kill with higher probability.

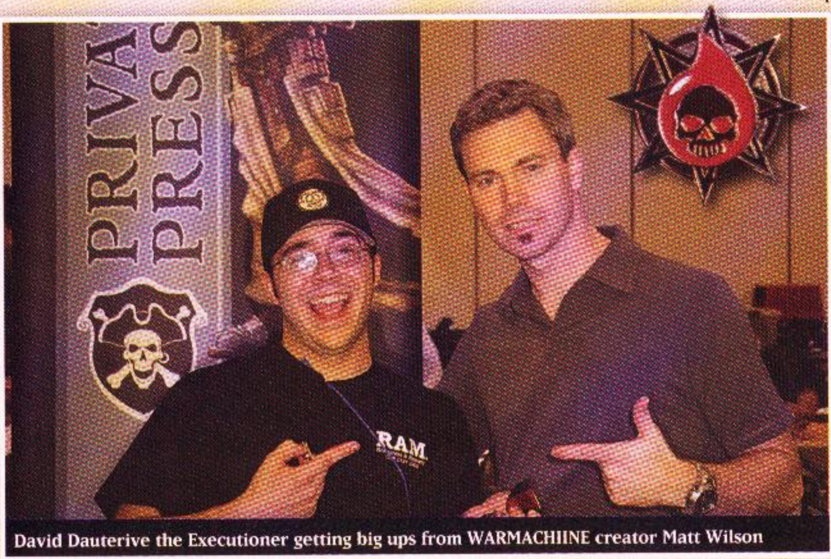
While the coven is fun to play, I could easily see bringing Deneghra, Epic Deneghra, or Epic Skarre. All three of those are the 'casters that I am currently focused on playing. In addition, it depends on the new bonejack - the Helldiver. It is very important for quite a few reasons. It gives a DEF penalty in addition to being immune to feats when it is underground. That is huge for the 'casters that currently do not have a reliable way to lower DEF - like the Witch Coven - so I am going to be playing around with them a lot. They are also potentially very deadly with Epic Skarre because of Seas of Fate.

MAGE-HUNTER & VANQUISHER BRIAN SPEICHER'S HARDCORE ARMY LIST

WITCH COVEN OF GHARLGAST
DEATHRIPPER X2
NIGHTWRETCH X3
DEATHJACK
LEVIATHAN
PISTOL WRAITH
SKARLOCK
GORMAN DI WULFE
BILE THRALL UNIT (10)

THE EXECUTIONER

David Dauterive Jr. accumulated a total of 113 Victory Points with his ruthless Khador army to bring the Executioner award home to his native New Orleans by smashing every 'jack, 'caster, and soldier in sight. We securely chained and caged him like an off-duty Doom Reaver before interviewing him.



David Dauterive the Executioner getting big ups from WARMACHIINE creator Matt Wilson

No Quarter Magazine: Congratulations on your win. How are you coping with the fame? Has it gained you the respect of your peers and admiration of the ladies?

David Dauterive: Winning the first-ever Executioner medal made me rethink myself as a gamer. It has forced me to step up my level of play and accept challenges in hopes of improving my skills in preparation for next year.

NQM: So any last minute painting before you flew up to Indianapolis?

David: I only had a few models fully painted for this list and nothing was based. I planned out my painting schedule to the model, and would not stop until I finished my daily quota. I'm not the painter to just slap on three colors and "Done!" I actually took my time with each model. With the help and encouragement of my local game store crew I managed to get everything finished the night before I left. Never painted a full list so quickly in my life!

NQM: Sounds like you've got a great group of players down there.

David: During the tournament I had friends calling me checking on how I was doing. I wouldn't even look at my phone until I had a break, but the whole time I felt my phone vibrating from calls and texts. Talk about distracting!

NQM: Let's talk about your army. What drove you to choose the Old Witch of Khador for your unstoppable slaughter-fest?

David: The Old Witch generally fits my play-style. She's sneaky, freaky, and speedy. Her ability to control the battlefield is invaluable for my list. Her feat alone halts the enemy in their tracks and prevents a strong counter offensive. Unseen Path gave me the win more than once with either her or Scrappy teleporting in behind something to go crazy on them. Scrappy is amazing too. Move him behind a warcaster and pin! Then let the Doom Reavers wail away on 'em. Job done.

NQM: Your army list has a lot of models in it. How does that affect your play in a timed format?

David: I had to think fast, plan ahead, and not second guess my decisions. Also determining which unit's activation was the most important helped. I'd probably played about 16 or so games with [this list] beforehand, so I knew what it was capable of and its strengths/ weaknesses. If there was one thing I had to do, I would address it first. The experience playing the list before definitely helped because my primary strategies were already set in place.

NQM: Is there any truth to the rumor that you're required to register yourself as a deadly weapon?

David: [laughter] No, not yet. I'm not the most intimidating person you'll meet. Now, my army list on the other hand, yeah...the paperwork is in the mail.

EXECUTIONER
DAVID DAUTERIVE'S
HARDCORE ARMY LIST

OLD WITCH OF KHADOR
SCRAPJACK
KODIAK
MANHUNTER
EIRYSS
GORMAN DI WULFE
DOOM REAVERS UNIT
GREYLORDS UNIT X2
KOSSITES UNIT (6)
WIDOWMAKERS UNIT
ALEXIA CIANNOR AND RISEN
CYLENA RAEFYLL AND NYSS HUNTERS UNIT (8)

THE MASTER CRAFTSMAN

Our judges selected Rich Curtiss' stunning Cygnar army to receive the Master Craftsman award. Rich started playing WARMACHINE at his local game store in Indianapolis shortly before the release of Apotheosis.

Rich Curtiss the Master Craftsman with a grip of steel

No Quarter Magazine: So HARDCORE was your kind of event?

Rich Curtiss: It rocks!! For anybody that didn't get a chance to play, they really missed out. It's fast paced, challenging you to make decisions rapid fire. I'm expecting next year's hardcore to be even better.

NQM: How long have you been painting and how long did it take to finish your HARDCORE army?

Rich: I've been painting for 5 years. To get my Cygnar army to it's present size it has taken me about 16 months.

NQM: That's a serious investment of time.

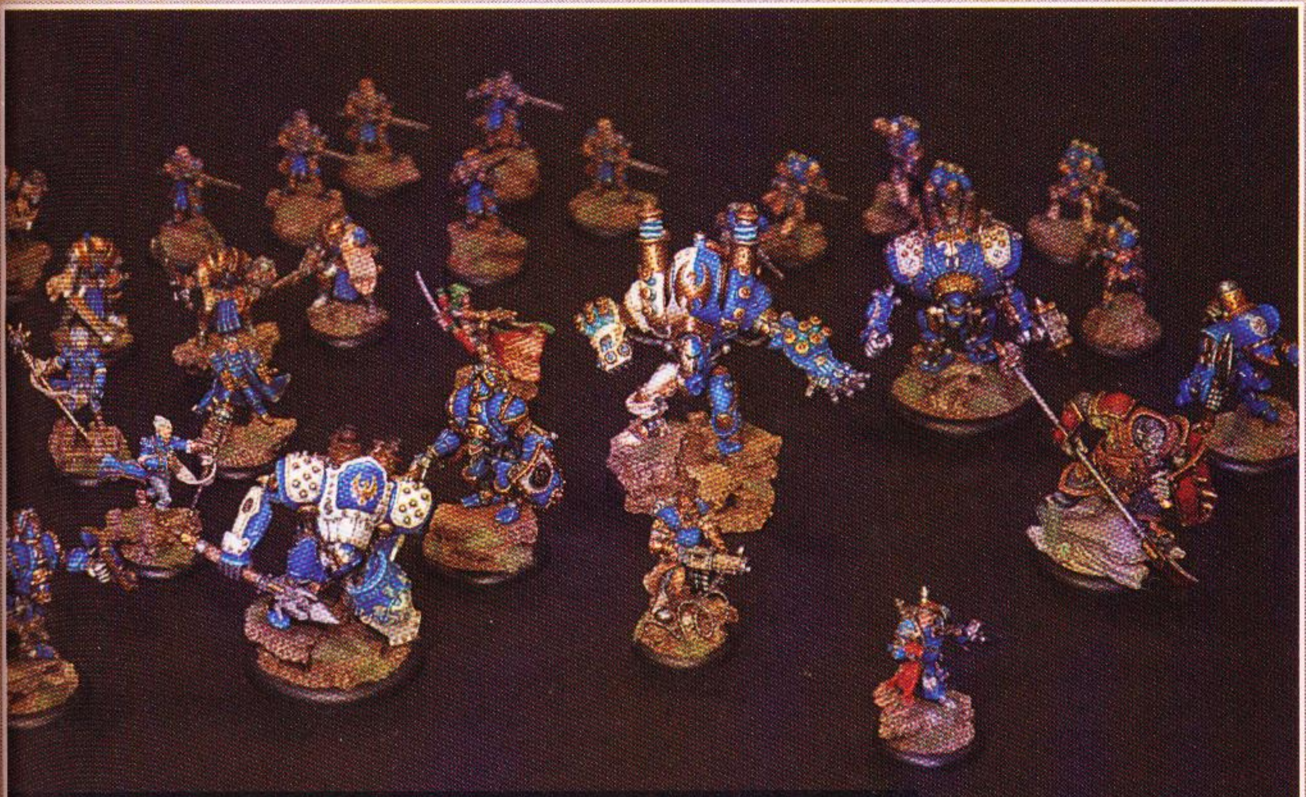
Rich: I'm a very slow painter. I've always enjoyed having a completely painted army. What I'm really excited about is my use of the new P3 paints. The new army will be completely painted with them.

NQM: How did you learn to paint?

Rich: My first experiences with painting were nearly disastrous. I nearly quit. I collected myself and got some magazines with tutorials on how to paint. I also used the internet to find a number of very helpful websites dedicated to miniature painting. My painting dramatically improved over a short period of time. I'm glad I didn't give up because I really enjoy painting.

NQM: What can we expect from you next year?

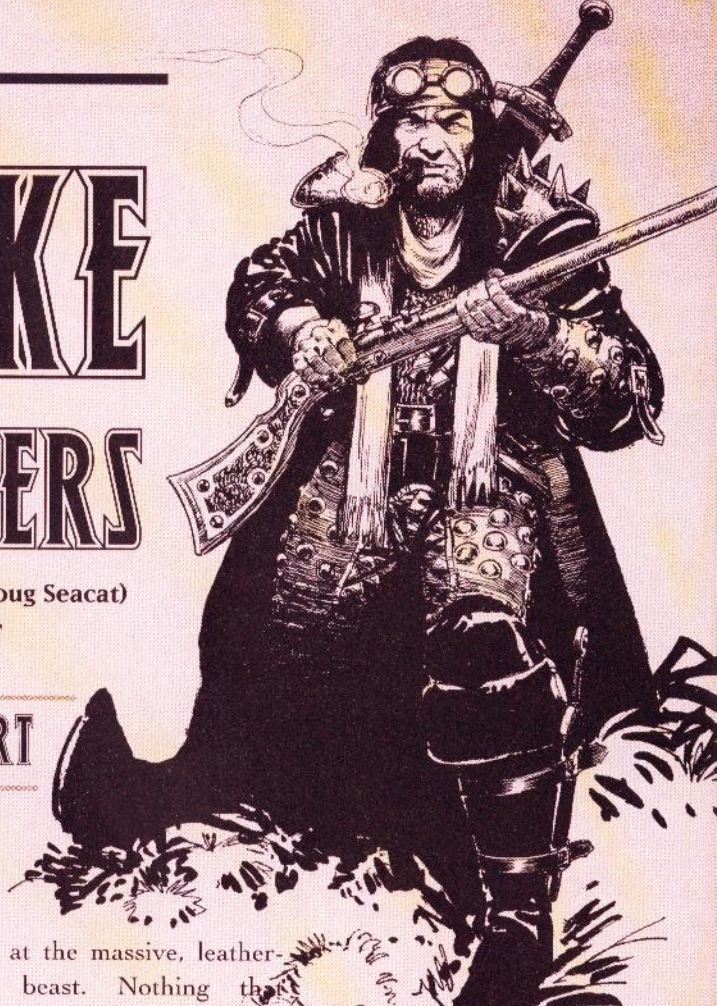
Rich: I'm already gearing up for the event next year. Although winning is important for me, it doesn't drive what or how I build a army. I concentrate on a theme and how it looks on the table. I'm putting together a new Cygnar army. I've taken my inspiration from WARMACHINE: Superiority and I'm centering my army around the new Cavalry units. I'm also looking to put the army on a war-torn display. Look out!!



Rich Curtiss' Cygnar army and winner of the Gen Con Indy HARDCORE Master Craftsman award

THE PENDRAKE ENCOUNTERS

by Alten Ashley (Retold by Nathan Letsinger and Doug Seacat)
Rules Development by Wesley Schneider
Art by Brian Snoddy and Chris Walton



THE OLD MAN AND THE DESERT

We might as well have been chasing a dune prowler through the sun-baked shifting sands but for the Idrian's persistence. Quimut's memory of the path the last time he had seen the old man was uncanny, and from there we followed the trail to a small skorne fortified encampment further east than I had ever been in the wilds of the Bloodstone Marches.

The outer defenses showed signs of a recent fight—clearly they had recently repulsed a troll assault. A massive, jeweled basalt skorne statue stood bizarre witness over the carcasses of many trolls and trollkin, the ground soaked with recent blood. A bit of spying revealed only a dozen skorne and one titan remained. I could have taken the camp alone, but Quimut insisted we take every precaution in case Pendrake's captors put him to the knife on spotting us.

Quimut prowled the dark perimeter like a duskwolf, cutting the throats of the patrolling guards while I sighted carefully along my rifle at the massive, leather-skinned beast. Nothing that breathes can survive ol' Jenny. The first shot had it leaping up with a bellow to charge me. I stood firm and fired off two more shots before it collapsed and slid to a halt just inches from my boot. Skorne tumbled out of their tents, but Quimut and I made quick work of them.

Pendrake wasn't to be found—if indeed he had been here he had clearly been spirited deeper into Skorne territory, out of our reach.

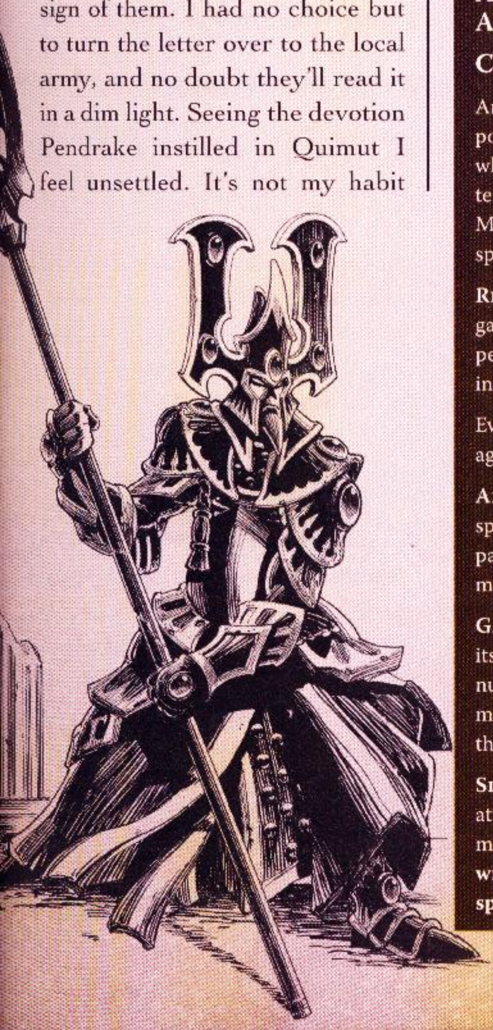
As we came to this conclusion all hell broke lose. Swifter than a tatzylwurm viper the basalt statue, motionless until now, struck at us with its halberd. My catlike reflexes saved us both. I pulled Quimut to the ground and saved his head from rolling on the sands. Driven by some unearthly force the stone guardian stabbed again and again as we fled though the encampment.

A sudden downpour burst from the clouds overhead, such freak storms common in the eastern Marches. I cursed as we fought our way out of the camp with the statue in pursuit. I plugged a soaked round into Jenny knowing it would likely never fire. The Idrian led us to a ravine as the guardian closed with the speed of a raevhan buffalo. When he cast his grapple to the cliff above I thought the fool had lost his mind. Then I heard the sound. A roar came as a wall of water filled the ravine and a flash flood engulfed us.

Clasping the rope we rode it out as the guardian was borne off by the torrent. That was the last we saw of that skorne deviltry. We returned to the encampment and investigated, at which point I found a parcel addressed to Colonel Eli Brocker of the Corvis Garrison in the old man's hand. Reading the letter it seemed the Professor had switched sides and joined with bloody old Vinter. [Editor's note: see NQM#5]

Quimut refused to believe any betrayal. We argued for hours over that letter. The damned Idrian wanted it torn up and scattered, but I refused to destroy our only clue. After angry words we split up—Quimut headed into the Stormlands like a stubborn idiot while I took the letter west.

On reflection Pendrake was probably forced to write that shameful thing. I can't imagine the old man joining the skorne. I hoped to find one of those pasty bookish types Pendrake keeps around as assistants at Corvis University, but there wasn't any sign of them. I had no choice but to turn the letter over to the local army, and no doubt they'll read it in a dim light. Seeing the devotion Pendrake instilled in Quimut I feel unsettled. It's not my habit to interfere, but I'd feel better if I could find someone crazy enough to head east after the old buzzard. Then again not every tale has an ending. Sometimes a mystery stays a mystery. Might be a good time for me to look up old Turgol and Grissel, and see if those trollkin mercenaries could use a man who knows how to fire a rifle. Anyone willing to go looking after Pendrake and Quimut should come and buy me a drink.



ANCESTRAL GUARDIAN

Large Construct (Ancestor)

Hit Dice: 9d10+30 (79 hp)

Initiative: +4

Senses: Listen 12, Spot 12

Speed: 30 ft.

AC: 24 (–1 size, +0 Dex, +16 natural), touch 9, flat-footed 24

Base Attack/Grapple: +6/+17

Attack: +1 glaive +13 melee (2d8+13) or slam +12 melee (1d6+7)

Full Attack: +1 glaive +13 melee (2d8+13) or 2 slams +12 melee (1d6+7)

Space/Reach: 10 ft./10 ft. (15 with +1 glaive)

Special Attacks: retaliatory strike

Special Qualities: ancestor traits (gather spirits, spirit driven), ancestral wrath, construct traits, DR 5/bludgeoning

Saves: Fort +3, Reflex +3, Will +5

Abilities: Str 25, Dex 11, Con –, Int 15, Wis 14, Cha 16

Skills: Bluff +7, Intimidate +7, Knowledge (history) +10, Listen +12, Move Silently +4, Sense Motive +10, Spot +12

Feats: Combat Expertise, Improved Disarm, Improved Initiative, Power Attack, Weapon Focus (glaive) (B), Weapon Specialization (glaive) (B)

Challenge Rating: 8

Alignment: Usually lawful evil

Advancement: 10–18 (Large), 19–27 (Huge)

Combat:

Ancestral guardians collect the souls of dying skorne and use the resulting spirit points to power many of their abilities. Guardians typically have 18 spirit points when encountered. Expending these points does not destroy the souls, but it does temporarily exhaust them. Points return at a rate of 1 per day. [Ed note: See the Monsternomicon 2 for more on the Ancestor subtype and additional uses of the spirit pool.]

Retaliatory Strike (Su): Ancestral guardians are beings of vengeance. They gain a +2 bonus on attack and damage rolls against creatures that struck them in the pervious round. By expending a point from its spirit pool an ancestral guardian can increase these bonuses to +4.

Even if an ancestral guardian has no spirit points it can make one attack per round against any creature that attacked it in the previous round.

Ancestral Wrath (Sp): Every time an ancestral guardian wishes to use a spell-like ability it must expend a number of points from its spirit pool (noted in parentheses). An ancestral guardian may use, at will: darkness (4), doom (2), inflict moderate wounds (4), meld into stone (6), silence (4).

Gather Spirits (Su): Any skorne dying within 60 feet of an ancestral guardian has its soul drawn into the construct and added to the ancestor's spirit pool. This adds a number of points to its spirit pool equal to the Hit Dice of the fallen skorne up to a maximum of 4x the ancestral guardian's HD. Only skorne souls add to this pool and the guardian must take all of the points from a soul or that soul cannot be gathered.

Spirit Driven (Su): An ancestral guardian must spend a spirit point to make an attack unless utilizing its Retaliatory Strike ability. An ancestral guardian cannot move faster than normal movement nor use two move actions in one **round without spending a spirit point. They can spend 1 spirit point to move 2x speed, and 2 points to move 3x speed for one minute.**

FOUNDRY, FORGE, & CRUCIBLE

Written by
Jason Dawson & Doug Seacat,
Art by
Keith Thompson

On the battlefields and in the back alleys of western Immoren soldiers and spies bring to bear both innovative and outlandish weapons to give them an edge in their bloody conflicts.

EXOTIC & UNUSUAL FIREARMS

Presented here are two weapons first mentioned in the Iron Kingdoms Character Guide but detailed for the first time here: the innovative but overlooked Radliffe Firestorm pistol and the highly reputable Ogrun Battle-cannon. For weapon manufacturers like Radliffe, adventurers often serve as excellent testers for prototypes like the Firestorm – willing to risk life and limb to gain even the slightest edge. For a much greater impact, an adventuring party can invest in the unweildy battle-cannon sure to put a dent the largest of foes.

RADLIFFE FIRESTORM PISTOL

Burke Radliffe (male Caspian Exp12) has made more than one fortune in the last few years. He holds several lucrative firearms contracts, has expanded his formerly small Caspian shop into a larger building, has hired shop foremen and a host of apprentices, and keeps his forges lit around the clock. He lovingly handcrafted many of the heavy-duty hand cannons carried into battle by Cygnaran warcasters. He has become a name in the custom firearms world and is well known for both the Quad-Iron Pistol and the Radliffe Twoshot Rifle.

After spending time examining the work of his competition such as Clockwork Arms the gunsmith decided in 602 AR to outdo his previous work. After he disassembled and inspected a repeating long rifle from the Cygnaran army, which he acquired expressly for the purpose of scrutinizing its ammunition wheel, Radliffe found himself inspired to create a pistol with a revolving cylinder that could fire repeated shots before expending itself.

Radliffe's attempts to replicate this wheel in a pistol proved expensive and difficult. It cost him a small fortune over two years of labor and design. He believes that the entire experiment was ultimately a wasteful extravagance and does not expect to recover the money spent developing the prototype. One early design innovation was adopting brass shells not dissimilar from the ones used by the Cygnaran army in chainguns and other fixed emplacement weapons. Radliffe required brass shells made at a considerably smaller size, which made them costly to manufacture. The costs for reloading became prohibitive and convinced Radliffe the weapon would have no commercial application. He was further discouraged when the Cygnaran Army balked at his proposal because they deemed the pistol too intricate and delicate for the cost.

Burke Radliffe dubbed his bitter accomplishment the Radliffe Firestorm. He attempted to solicit buyers after its completion but found little interest outside a few specialist collectors. He has given up on the pistol and moved on to more simple and profitable designs. Those who have had occasion to handle a Firestorm find this decision a tragedy and consider the weapon possibly the finest sidearm ever engineered.

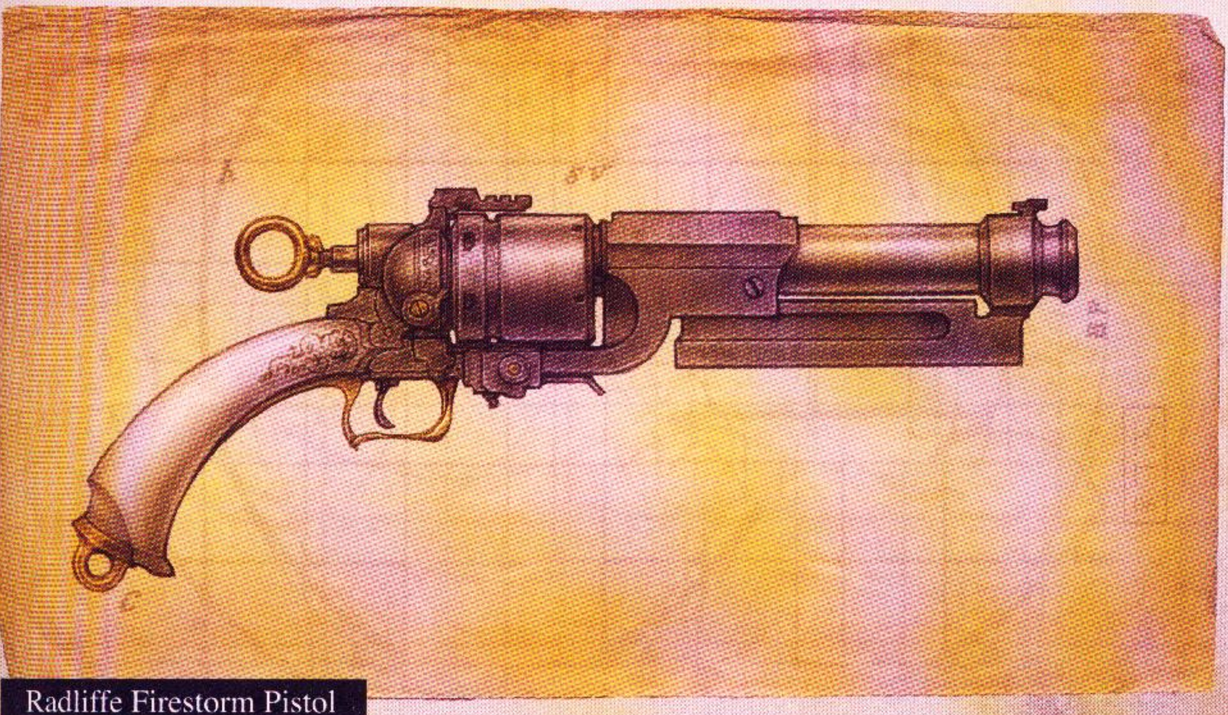
Radliffe crafted exactly three of these exquisite pistols including the original prototype. He has no plans to make more unless commissioned for a king's ransom. Cygnaran nobles with an interest in unusual firearms, and unlikely ever to use them in battle, purchased two. Lassiter Polk, master mechanik of the Cygnaran Armory, purchased the prototype and proclaimed it a masterpiece of form and function. That this pistol has fallen to the wayside shows that the buying public does not always appreciate quality nor is every great invention recognized in its day.

Each Firestorm is a masterwork military pistol that grants +1 to attack rolls. The Firestorm has a latched cylinder that unhinges to load up to five brass cartridges. When the cylinder closes and locks the pistol can cycle to fire again by pulling the pinlock at the back of the pistol. This turns the cylinder to line up the next cartridge and is a swift action. After firing all five shots, a full round action and a Craft (small arms) check (DC 12) is required to release the cylinder, empty expended shells, clean the barrel, and load fresh cartridges. This assumes that brass cartridges are accessible on a belt or bandoleer.

Brass cartridges include a brass shell (costing 12-20 gp each) and normal silk military pistol ammunition (costing 8-10 gp). This brings the total cost of each brass cartridge to 20-30 gp. Only the Radliffe Gunwerks in Caspia can make precisely machined shells for the Firestorm. A DC 25 Craft (gunsmithing) check with the proper tools and materials could replicate them from a sample.

However, if the gunsmith fails his Craft (gunsmithing) check by 5 or more, but refuses to pay half again the raw materials, the shells are considered flawed. Flawed shells have a 50% chance to misfire. Misfiring jams the firing pin into the shell without firing the round, ruins the cartridge, and requires a full round action to dislodge the pin.

Brass shells can be repaired and used again with a Craft (gunsmithing) check (DC 20). This takes 1 minute. Using a Gunner's Kit allows taking 20 on this check, meaning you can



Radliffe Firestorm Pistol

repair 3 shells per hour. Empty and repaired brass shells can be turned into cartridges by inserting standard silk military pistol ammunition and using a small dot of hot wax to hold the ammunition in place. Readying a brass cartridge with materials on hand (empty brass shell, silk military pistol ammunition, and a lit candle) takes a move action, but the wax requires a full minute to harden.

OGRUN BATTLECANNON

The dwarves of Rhul have long appreciated the strength and brawn of their ogrun countrymen and find many unique uses for their size in battle. Mixed groups of ogrun and dwarven combatants are not uncommon among the varied clans of Ghord, Ulgar, and the outlying fortresses and fortress towns like Griddenguard, Groddenguard, Hammerfall, and the Horgenhold. Along with favoringpolearmstheogrunofRhul have demonstrated great aptitude in metalcrafting and smithing, showing particular skill in the fabrication of quality cannons. Dwarven and Ogrun craftsmen have developed a portable cannon that serves in their hands like an oversized rifle held by a human and delivers tremendous damage at an impressive range.

These battlecannons are so large and bulky only a creature as large as an ogrun can wield them. They require a custom fitted harnesses and both hands to aim and operate properly. The firing mechanism utilizes a powerful spring driven pin, not dissimilar from that used in smaller firearms, to pierce the oversized packets of blasting powder. The ammunition charge is of a much larger scale and packed nearly as heavily as a small cannon one might see deployed aboard a ship's quarterdeck. However, the battlecannon is considerably more complex and includes a breach for reloading which an ogrun can open comfortably without removing the harness.

Few of these battlecannons have appeared outside of Rhul, although some ogrun mercenaries have sought to bring them to the battlefield. In human cities such weapons always draw unfriendly attention from the authorities who often seize them as an "inappropriate weapon for the defense of one's person," or "a weapon of war confiscated lest it be deployed against the public".

Ogrun currently use three types of ammunition: a solid iron slug, a hollow explosive round similar to a large grenade, and an explosive canister round filled with small spherical shot. The solid slugs are most often employed against armored targets like warjacks. The explosive rounds are used against structures and fortifications. The canister shot can decimate troop formations and infantry. These cannons weight over 200 pounds and are extremely awkward. Simply being able to lift the cannon will not suffice to aim it or to compensate for its tremendous recoil.

This light artillery piece requires a large sized operator of at least 19 strength and wearing the harness to properly carry and wield in battle. It is prohibitively expensive to fire repeatedly, and the oversized and heavy charges make it difficult to carry more than a few reloads. It takes 2 full round actions to reload and a Craft (cannoneer) check (DC 14). An assistant may aid the wielder in reloading. A successful Aid Another check reduces the reloading time to 1 full round action. The Ogrun battlecannon is an exotic weapon, even for ogrun and medium or small sized individuals cannot acquire proficiency with it.

Solid Slug: Used on heavily armored opponents or to punch through dense ranks of enemies. Range Increment 140 ft, damage 3d10 bludgeoning, critical 19-20x3. On a successful hit roll another attack roll at -10 against one additional target within 10 feet directly behind the original target. A successful second attack inflicts 2d10 damage. If a third target exists within 10 feet directly behind the second then make an additional attack roll at -20 for 1d10 damage. Cost: 30 gp. Weight: 6 lbs. per shot.

Quenched serricsteel anti-warjack slugs costing 200 gp and weighing 4 lbs are available only through the Rhulic military.

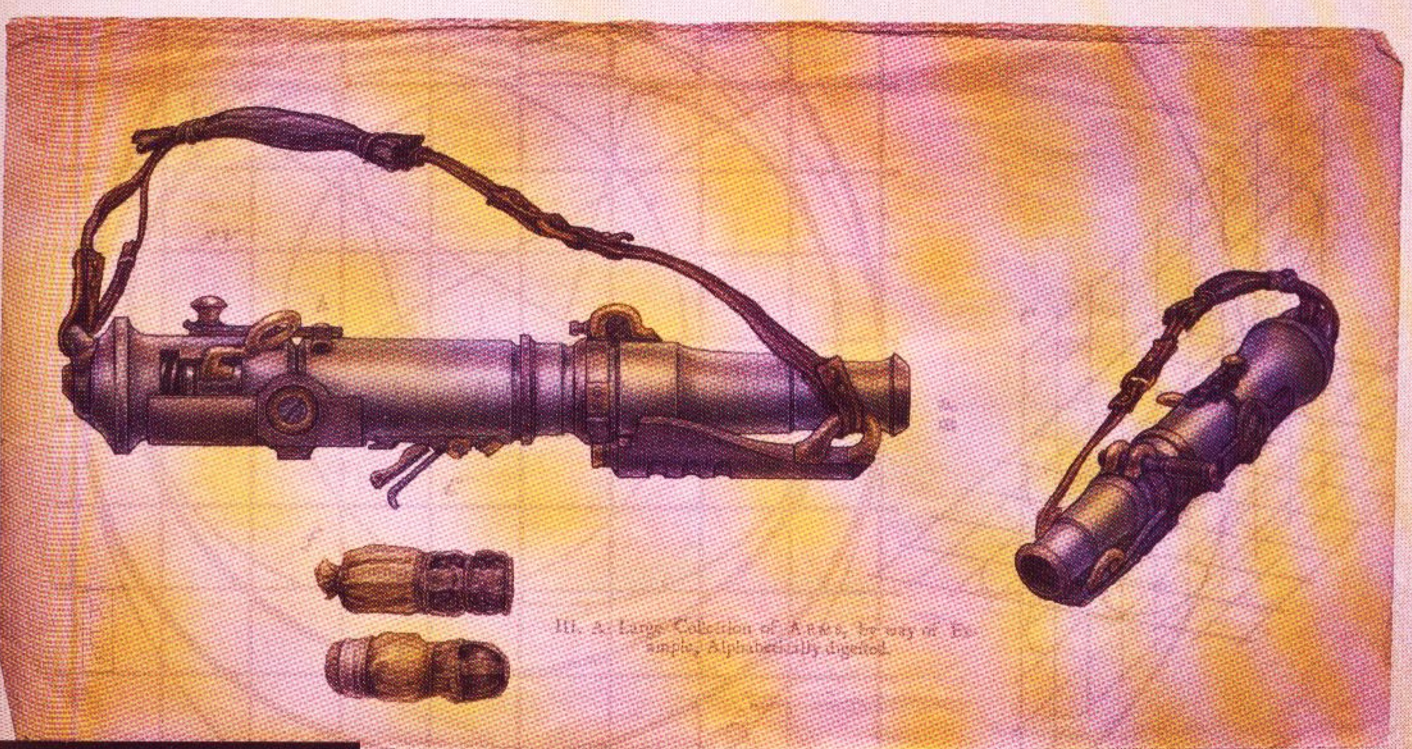
Explosive Shell: Used on fortifications and entrenched opponents. Range Increment 70 feet, a direct hit causes 4d10 damage, critical 19-20x3, no save. Half of this damage is piercing and half is fire. Splash damage (10 foot radius) 2d10, half piercing and half fire, Ref Save (DC 16) for half damage. Cost 90 gp. Weight: 5 lbs. per shot.

Canister Shot: Anti-personnel round used against infantry and enemy troops. Range: 60 foot cone; all subjects caught in this cone must succeed a Reflex save (DC equal to 1d20 + the shooter's modified BAB) or suffer damage 4d10 piercing damage. Successful Reflex Save takes no damage. Cost: 50 gp. Weight: 4 lbs. per shot

Exotic Weapons

RANGED WEAPON	COST	DMG (M)	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Radliffe Firestorm	6,000 gp*	2d6	x3	70 ft.	7 lb.	Piercing
Ogrun Battlecannon	1,500 gp	Special	Special	Special	200 lb.	Special

*Price does not represent cost to manufacture but the minimum amount required by Burke Radliffe to commission a new Firestorm. Price represents rarity of the firearm and the costs involved in initial research and development. If commissioned to make a Firestorm Burke always includes 15 readied brass cartridges at no extra charge.


III. A Large Collection of ARMS, by way of Ex-
ample, Alphabetically digested.

Ogrun Battlecannon

SPECIAL FORCES

NEW RULES FOR BUILDING COMPETITIVE THEMED ARMIES

A Special Force represents a fighting force hand picked from a kingdom's military assets. Most Special Forces assemble for a specific purpose and select component units for their particular strengths and capabilities. Many have long and distinguished service records. The rules presented in this article allow players to construct competitive themed armies based on fighting forces described in WARMACHINE: Superiority. While a Special Forces army requires players to build their armies from a specific selection of models and units, the army receives additional benefit to make these tradeoffs worthwhile.

Below you will find rules for fielding Cygnar's 16th Stormblade Battalion, Khador's 701st Winter Guard Kompany, the Protectorate's Umber Guard, and the Thralls of the Blackship Exhumation.

by **Rob Stoddard** and **Jason Soles**;
Terrain by **Alfonso Falco**

701st 'Iron Rain'
WINTER GUARD KOMPANY

THIS FORCE MAY INCLUDE

- Kommander Sorscha
- Forward Kommander Sorscha Kratikoff
- The Butcher of Khardov
- Kommander Orsus Zoktavir
- Kommandant Irusk
- Kovnik Jozef Grigorovich
- Battle Mechaniks
- Greylord Ternions
- Winter Guard
- Winter Guard Field Gun Crews
- Winter Guard Mortar Crews
- Winter Guard Attachments
- Any Khador Warjacks

STORM KNIGHTS
OF THE 16TH

THIS FORCE MAY INCLUDE

- Commander Coleman Stryker
- Lord Commander Stryker
- Lieutenant Allister Caine
- Captain Allister Caine
- Major Markus 'Siege' Brisbane
- Journeyman Warcasters
- Mechanik Crews
- Stormblades
- Stormblade Attachments
- Stormguard
- Storm Lances
- Stormsmiths
- Sword Knights
- Any Cygnar Warjacks

Thralls of the Blackship Exhumation

THIS FORCE MAY INCLUDE

- Pirate Queen Skarre
- Skarre, Queen of the Broken Coast
- Goreshade the Bastard
- Lich Lord Terminus
- Bile Thralls
- Bloat Thralls
- Mechanithralls
- Mechanithrall Attachments
- Necrotechs & Scrap Thralls
- Revenant Crew of the *Atramentous*
- Skarlock Thralls
- Soulhunters
- Any Cryx Warjacks

The Umber Guard

THIS FORCE MAY INCLUDE

- Feora, Priestess of the Flame
- Feora, Protector of the Flame
- High Exemplar Kreoss
- Grand Exemplar Kreoss
- The Harbinger of Menoth
- Choir of Menoth
- Daughters of the Flame
- Flameguard Cleansers
- Temple Flameguard
- Temple Flameguard Attachments
- Any Protectorate Warjacks

CYGNAR
SPECIAL FORCE

STORM KNIGHTS
OF THE 16TH

STORM KNIGHTS OF THE 16TH GAIN INSULATION

INCREASED FA - Increase FA on Stormclads and Stormblades by +1.

INSULATION - Chain Reaction, Critical Chain Lightning, and Electro Leap do not damage friendly models.

WARCASTERS GAIN FIELD PROMOTION

FIELD PROMOTION - Once per activation each warcaster in the Special Forces army may promote a Knight or Guard in a friendly Stormblade or Stormguard unit that has had its Sergeant destroyed or removed from play. That Knight or Guard must be in the warcaster's command range. Replace the promoted model with the Sergeant model. Effects, spells, and animi on the replaced model are applied to the new Sergeant.

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KHADOR
SPECIAL FORCE

701ST 'IRON RAIN'
WINTER GUARD KOMPANY

WINTER GUARD GUARDSMEN GAIN CROSS TRAINED

CROSS TRAINED - A Winter Guard Guardsman ending his movement within 3" of a model in a friendly Winter Guard weapon crew unit that has had one or more Crewmen destroyed or removed from play may join the unit. Replace the Guardsman model with the Crewman model. Effects, non-upkeep spells, and animi on the replaced Guardsman are applied to the new Crewman. The new Crewman is now part of the weapon crew and not his original Winter Guard unit.

WINTER GUARD GUARDSMEN GAIN MARK TARGET

MARK TARGET (★ACTION) - Each activation one Winter Guard in each unit can mark a target within 12" and LOS. The Winter Guard's controller may immediately measure the distance from the target model to any one friendly Khador model in play. When attacking the marked model with AOE ranged attacks, friendly Khador models gain +2 to their attack rolls.

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Protectorate
Special Force

The Umber Guard

FLAMEGUARD CLEANSERS GAIN IMPROVED ARMOR

IMPROVED ARMOR - Only direct hits in a friendly Flameguard Cleanser's back are trigger Explosive.

UNIT LEADERS AND OFFICERS GAIN 'JACK MARSHAL (1)

'JACK MARSHAL (1) - A 'jack marshal may start the game controlling up to one Protectorate warjack. The 'jack marshal has a marshalling range equal to his CMD in inches. A controlled warjack in the 'jack marshal's marshalling range can run, charge, or boost an attack or damage roll once per activation. If the 'jack marshal is destroyed or removed from play, warjacks under its control do not become inert. The 'jack marshal may reactivate one friendly inert Protectorate warjack per turn in the same manner as a warcaster. The reactivated warjack comes under his control unless he already controls another warjack.

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Cryx
Special Force

Thralls of the Blackship Exhumation

BILE THRALLS, MECHANITHRALLS, AND SOULHUNTERS GAIN LATENT THRALL RUNES

LATENT THRALL RUNES - If a Lieutenant in a Bile Thrall, Mechanithrall, or Soulhunter unit is destroyed or removed from play, a Thrall in the unit chosen by its controller immediately becomes the Lieutenant. Remove the Thrall from the table and replace it with the Lieutenant. The new Lieutenant has a number of wounds equal to the Thrall it replaced. Effects, spells, and animi on the replaced Thrall are applied to the new Lieutenant.

NECROSURGEONS GAIN MINISTRATIONS

MINISTRATIONS (★ACTION) - A Necrosurgeon in base-to-base contact with a damaged friendly Cryx undead model may make a special action to remove d3 damage points from the model.

NECROTECHS GAIN REPAIR [9]

REPAIR [9] (★ACTION) - A Necrotech may attempt repairs on any friendly Cryx warjack that has been damaged or disabled. The Necrotech must be in base-to-base contact with the damaged warjack or disabled wreck marker and make a skill check to attempt repairs. If successful, roll a d6 and remove that number of damage points from anywhere on the warjack's damage grid. The warjack repaired must forfeit its activation and cannot channel spells on the turn repairs are attempted.

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Constructing a Special Force

Each Special Force includes a list of models that the army may include. Each army may not include a model not on its respective list. Otherwise follow all of the normal army compositions rules.

Special Forces include special rules unrelated to army composition.

Storm Knights of the 16th

16th Heavy Infantry Battalion, 77th Regiment, 18th Brigade of the "Storm" Division of the Second Army

The 16th Battalion–widely known as the "16th Lightning"– is the most veteran of three heavy infantry forces in the 77th Regiment. Lord Commander Coleman Stryker consistently relies on them when leading his vanguard against heavily fortified Protectorate positions in Sul. While considered a heavy infantry formation the 16th includes veteran platoons of Storm Lancer cavalry to provide flanking and strike support. Utilizing cavalry in the tight quarters of street-to-street fighting is challenging, but these expert riders have become adept at avoiding rubble and using the layout of the war-torn streets to their advantage.

The 16th Battalion includes 'the Storm Chasers' of the 31st Storm Knight Company and the 'Storm Watch' 32nd Storm Knight Company, and the 'Ready Blades' of the 21st Sword Knight Company. There is an unspoken rivalry between the Storm and Sword Knights. The two groups usually deploy separately as the captains among the Storm Knights prefer to fight alongside their brethren who 'bring the thunder'. The training and experience of the Storm Knights allows both companies to work seamlessly together and anticipate the moves of their peers to take full advantage of their devastating mechanikal weapons and heavily insulated armor.

Storm Knights of the 16th Special Forces army composition choices:

- **Commander Coleman Stryker**
- **Lord Commander Stryker**
- **Lieutenant Allister Caine**
- **Captain Allister Caine**
- **Major Markus "Siege" Brisbane**
- **Journeyman Warcasters**
- **Mechanik Crews**
- **Stormblades**
- **Stormblade Attachments**
- **Stormguard**
- **Storm Lances**
- **Stormsmiths**
- **Sword Knights**
- **Any Cygnar Warjacks**

Storm Knights of the 16th Special Rules

Storm Knights of the 16th gain Insulation

- **Insulation** – Chain Reaction, Critical Chain Lightning, and Electro Leap do not affect friendly models.

Storm Knights of the 16th gain Increased FA

- **Increased FA** – Increase FA on Stormclads and Stormblades by +1.

Warcasters gain Field Promotion

- **Field Promotion** – Once per activation each warcaster in the Special Forces army may promote a Knight or Guard in a friendly Stormblade or Stormguard unit that has had its Sergeant destroyed or removed from play. That Knight or Guard must be in the warcaster's command range. Replace the promoted model with the Sergeant model. Effects, spells, and animi on the replaced model are applied to the new Sergeant.

Tactical Tips

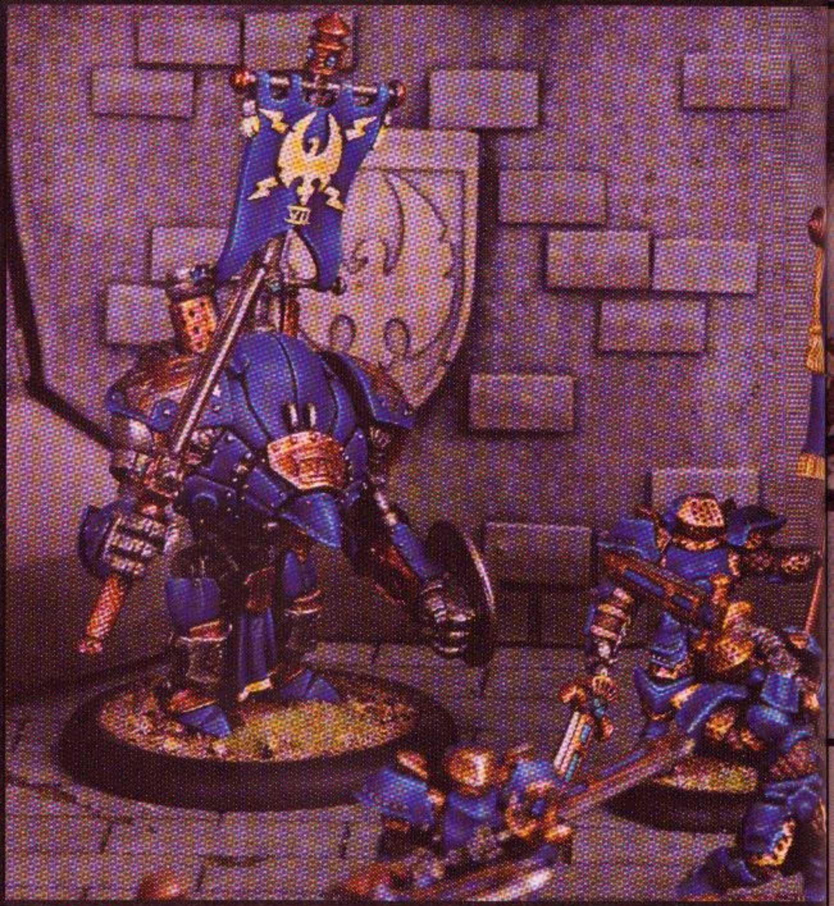
The Journeyman Warcaster solo does not count as a warcaster for Field Promotion.

Only Sergeants can be replaced by promotion. A model cannot be promoted to replace a Stormblade Lieutenant that has been destroyed or removed from play.

Color Scheme

The Storm Knights of the 16th Lightning wear traditional Cygnaran army colors: bold blue with a strong secondary of white and adornments in gold. Other forces these consider these 'dress uniform' colors and reserve them for inspection and parade. Drawn from the Caspian garrison and representing the capital, however, the Second Army fighting in Sul always marches to battle in the strongest Cygnaran colors.

Formula P3 colors: Cygnar Base Blue, Cygnar Blue Highlight, Arcane Blue, Hammerfall Khaki, Menoth White Highlight, Rucksack Tan, Pig Iron, Rhulic Gold, Cygnus Yellow, Midlund Flesh. The brass is a mix of Rhulic Gold and Battlefield Brown.



701st 'Iron Rain' Winter Guard Kompany

701st Winter Guard Kompany of the "Unbreakable IIIth" Infantry Battalion of the 1st Border Legion

The 1st Border Legion has long held the line fighting Cygnar across the muddy trenches and blasted wasteland between Northguard and Ravensgard, and they rely heavily on the 'Unbreakable 111th' Infantry Battalion led by none other than Kovnik Jozef Grigorovich. Fighting alongside their peers of the 687th, the 690th, the 699th, the 707th and the 1st Kommando Kompany the 701st brings peerless artillery support against the enemies of the Motherland.

Grigorovich has frequently praised Kapitan Chasek Loshkavich who leads the 701st. He publicly credits several victories against the entrenched forces of his enemies to their onslaught of mortar fire. They were among the first kompanies to be issued the portable one-shot rockets developed at the captured Order of the Golden Crucible headquarters. The High Kommand knew these men were brave enough to stand firm to launch their explosive projectiles straight into onrushing, armored 'jacks.

701st 'Iron Rain' Winter Guard Kompany Special Forces army composition choices:

- Kommander Sorscha
- Forward Kommander Sorscha Kratikoff
- The Butcher of Khardov
- Kommander Orsus Zoktavir
- Kommandant Irusk
- Kovnik Jozef Grigorovich
- Battle Mechaniks
- Greylord Ternions
- Winter Guard
- Winter Guard Field Gun Crews
- Winter Guard Mortar Crews
- Winter Guard Attachments
- Any Khador Warjack

701st Winter Guard Kompany Special Rules

Winter Guard Guardsmen gain Cross Trained

- **Cross Trained** – A Winter Guard Guardsman ending his movement within 3" of a model in a friendly Winter Guard weapon crew unit that has had one or more Crewmen destroyed or removed from play may join the unit. Replace the Guardsman model with the Crewman model. Effects, non-upkeep spells, and animi on the replaced Guardsman are applied to the new Crewman. The new Crewman is now part of the weapon crew and not his original Winter Guard unit.

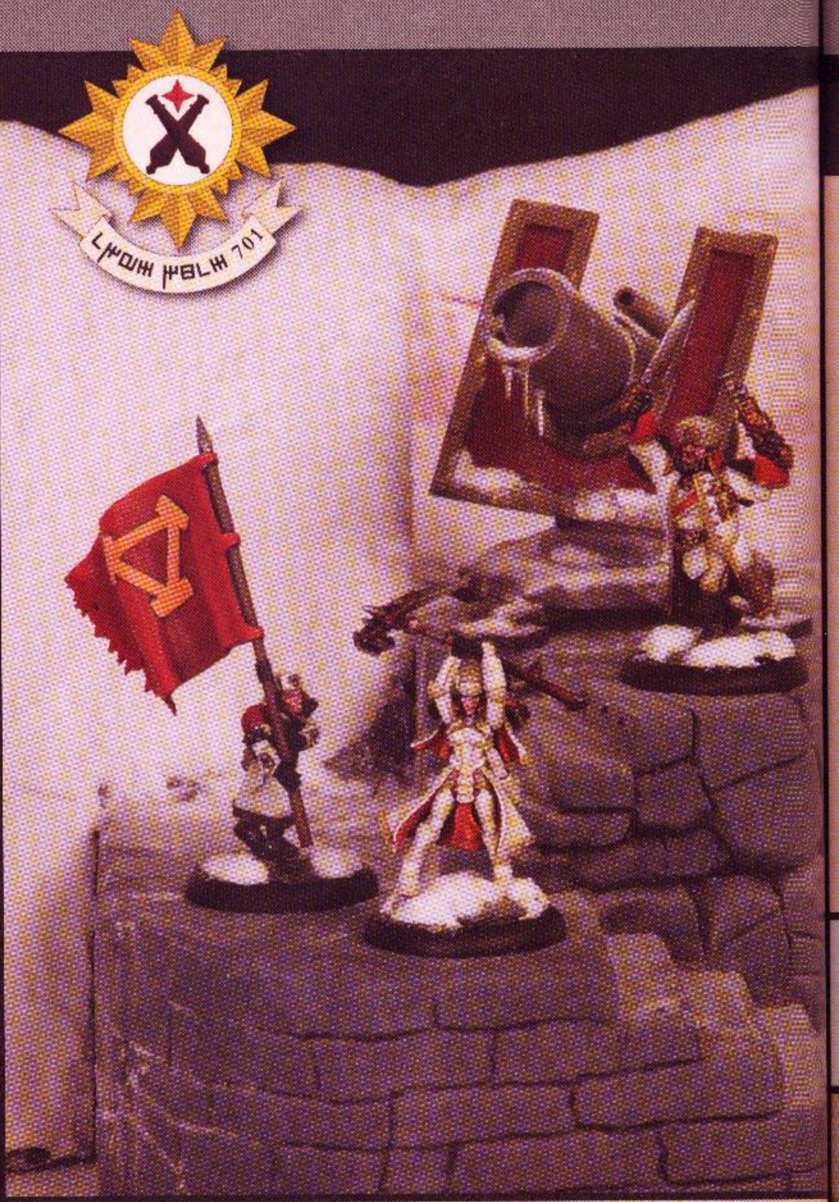
Winter Guard Guardsmen gain Mark Target

- **Mark Target (★Action)** – Each activation one Winter Guard in each unit can mark a target within 12" and LOS. The Winter Guard's controller may immediately measure the distance from the target model to any one friendly Khador model in play. When attacking the marked model with AOE ranged attacks, friendly Khador models gain +2 to their attack rolls.

Color Scheme

As with the rest of the Unbreakable 111th the 701st Winter Guard Kompany wears the striking winter white uniform of the Guard that many among the First Border Legion prefer. This uniform of predominantly white with secondary elements of red and gold functions best in the winter months, and many in the Border Legion will adapt a more typical uniform in the summer months.

Formula P3 colors: Hammerfall Khaki, Menoth White Highlight, Morrow White, Khador Red Base, Khador Red Highlight, Battlefield Brown, Rhulic Gold, Pig Iron, Khardic Flesh, Midlund Flesh, Sanguine Base, Bootstrap Brown, Rucksack Tan



The Umber Guard

First Phalanx, Flameguard of the Tenth Interdiction, Crusade in Defense of the Great Temple

The Umber Guard is a highly mixed veteran phalanx of the Flameguard and includes Temple Flameguard, Flameguard Cleansers, and Daughters of the Flame all defending the many sacred, holy sites of Sul. In recent battles the Umber Guard has accounted itself so admirably it has drawn the personal praise of Feora, Protector of the Flame. She has commanded more warjacks delivered to these front-line defenders along with the support of fresh reinforcements from Imer.

The Umber Guard must hold the line even without warcaster support a times, and therefore their leaders have been drilled and trained in commanding warjacks personally by shouting orders above the din of battle. Cygnaran attackers have learned to dread the sight of the standard of the Umber Guard and their distinctive, earth-toned armor. Seeing these men and women signifies that a tough battle waits ahead.

Umber Guard Special Forces army composition choices:

- Feora, Priestess of the Flame
- Feora, Protector of the Flame
- High Exemplar Kreoss
- Grand Exemplar Kroess
- The Harbinger of Menoth
- Choir of Menoth
- Daughters of the Flame
- Flameguard Cleansers
- Temple Flameguard
- Temple Flameguard Attachments
- Any Protectorate Warjacks

Color Scheme

The Umber Guard has always worn somber and subtle earth tones. These browns and rich tans made them instantly recognizable even when occupied in their traditional role guarding the lower levels of the Great Temple.

Formula P3 colors: Bloodstone, Battlefield Brown, Gun Corps Brown, Rucksack Tan, Heartfire, Rhulic Gold, Midlund Flesh, Pig Iron

Umber Guard Special Rules

Flameguard Cleansers gain Improved Armor

- **Improved Armor** – Only direct hits in a friendly Flameguard Cleanser's back arc triggers Explosive.

Unit Leaders and Officers gain 'Jack Marshal(1)

- **'Jack Marshal (1)** – A 'jack marshal may start the game controlling up to one Protectorate warjack. The 'jack marshal has a marshalling range equal to his CMD in inches. A controlled warjack in the 'jack marshal's marshalling range can run, charge, or boost an attack or damage roll once per activation. If the 'jack marshal is destroyed or removed from play warjack under its control do not become inert. The 'jack marshal may reactivate one friendly inert Protectorate warjack per turn in the same manner as a warcaster. The reactivated warjack comes under his control unless he already controls another warjack.

Thralls of the Blackship Exhumation

Attached to the Black Fleet of Skarre Ravenmane

While the Black Fleet comprises a number of deadly raiding ships, most famed for those captained by Satyxis under the command of the Queen of the Broken Coast, one among them is wholly dedicated to producing unliving soldiers. The Exhumation is a dread funeral ship so rank and execrable few not already dead will dare to step on its planks. The deranged necrotechs and necrosurgeons of the Exhumation are charged with the ongoing production of all thralls required by Skarre Ravenmane and they gather choice corpses, mechanical cast-offs, and other necrotic materials to continue their work.

The needs of the Black Fleet keep the necrotechs of the Exhumation at the top of their form. They have proven skilled at quickly inscribing the most potent of animating runes and well practiced as well in repairing the helljacks and bonejacks of the fleet. Master Necrotech Gravlig has innovated a unique technique for the application of runes so that they lie latent just below the rotting flesh. The runes burn through and arise at his bidding to elevate a lowly thrall to greater power.

Thralls of the Blackship Exhumation Special Forces army composition choices:

- Pirate Queen Skarre
- Skarre, Queen of the Broken Coast
- Goreshade the Bastard
- Lich Lord Terminus
- Bile Thralls
- Bloat Thralls
- Mechanithralls
- Mechanithrall Attachments
- Necrotechs & Scrap Thralls
- Revenant Crew of the Atramentous
- Skarlock Thralls
- Soulhunters
- Any Cryx Warjacks

Thralls of the Blackship Exhumation Special Rules

Bile Thralls, Mechanithralls, and Soul Hunters gain Latent Thrall Runes.

Latent Thrall Runes – If a Lieutenant in a Bile Thrall, Mechanithrall, or Soulhunter unit is destroyed or removed from play a Thrall in the unit chosen by the controller immediately becomes the Lieutenant. Remove the Thrall from the table and replace it with the Lieutenant. The new Lieutenant has a number of wounds equal to the Thrall it replaced. Effects, spells, and animi on the replaced Thrall are applied to the new Lieutenant.

Necrosurgeons gain Ministrations

Ministrations (★Action) – A Necrosurgeon in base-to-base contact with a damaged undead model may make a special action to remove d3 damage points from the model.

Necrotechs gain Repair [9]

Repair [9] (★Action) — A Necrotech may attempt repairs on any friendly Cryx warjack that has been damaged or disabled.

The Necrotech must be in base-to-base contact with the damaged warjack or disabled wreck marker and make a skill check to attempt repairs. If successful, roll a d6 and remove that number of damage points from anywhere on the warjack's damage grid. The warjack repaired must forfeit its activation and cannot channel spells on the turn repairs are attempted.

Tactical Tips

A Mechanithrall Lieutenant cannot replace a Brute Thrall, but a Necrosurgeon can remove damage from it.

Color Scheme

The Exhumation flies only the symbol of the Black Fleet and their ship's rune. They claim no color or uniform but wear only the pallid sheen of dead flesh in the moonlight and the gory red of drying blood on exposed organs and muscles. The necrotite-fed engines which fuel the mechanithralls and soul hunters gleam green from the oil-soaked iron of their ghastly machinery.

Formula P3 colors: Cryx Bane Base, Cryx Bane Highlight, Blighted Gold, Necrotite Green, Thrall Flesh, 'Jack Bone, Sanguine Base, Khador Red Base, Menoth White Highlight, Pig Iron

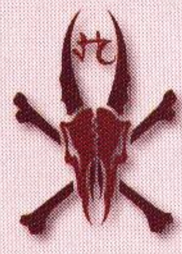


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Illustration by Matt Wilson
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POWER THROUGH POWDER

BY JASON L. DAWSON
AND ERIC CAGLE • ART BY ADAM GILLESPIE

Pistols and Pistoleers are a staple of adventuring in the Iron Kingdoms. Described here are some additions to make your pistol packing character all that much deadlier.

PISTOLEER PRESTIGE CLASS ERRATA

The following additions apply to the pistoleer prestige class found in the *Iron Kingdoms Character Guide*.

Class Skills: Concentration is considered a class skill for the pistoleer.

Lightning Draw (Ex): At 9th level a pistoleer may, for a number of times per day equal to his Dexterity bonus, choose to receive a 20 on any Initiative check instead of rolling. The character must declare the use of this ability prior to the Initiative check. In addition, the character may draw up to two unhidden pistols as an immediate action at any time.

OPTIONAL CRAFT (SMALL ARMS) RULES

The following optional rules expand on the Craft (Small Arms) skill, described in the *IKCG*. Consult your GM before using these rules.

Double load: When loading a multi-barrel firearm, such as the double barreled pistol, you may load two barrels with seperate ammunition rounds simultaneously by adding +10 to the DC of your Craft (Small Arms) skill check. For example, simultaneously loading both barrels of a Rynnish holdout pistol requires a DC 22 Craft (Small Arms) check. Failure by 5 or more ruins both rounds of ammunition.

Superior handling: An expert in gun handling can often mitigate minor flaws in firearm accuracy. When firing a weapon you know to be of flawed workmanship, you may as a swift action make a Craft(Small Arms) check at +10 to the DC for reloading the weapon. If you succeed you may ignore attack penalties up to -2 from shoddy workmanship for all attacks with this weapon this round. Failure by 5 means the character over-compensates and suffers double the penalty (usually -4) for all attacks with the weapon this round. A character may only take one swift action a round.

Increase load speed: When reloading, if you succeed your Craft(Small Arms) check by 20 or more you reduce the time required to reload a single barrel by 1 standard action (to a minimum of 1 standard action) For example, receiving a 28 for your check to load a military rifle would reduce load time to 1 standard action.

GUNFIGHTER FEATS

Crippling Shot

Your vital shots leave a telling wound, crippling your foe.

Prerequisites: Weapon Focus (pistol), Weapon Specialization (pistol), Pistoleer level 6

Benefit: An opponent damaged from an attack benefiting from Vital Shot also takes 2 points of Dexterity damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Disarming Shot

You are adept at shooting weapons out of the hands of your opponent.

Prerequisites: Dex 15, Weapon Focus (pistol), +4 base attack bonus.

Benefit: You can make a disarm attempt at range with a pistol by taking a -4 penalty to your attack roll. You do not provoke an attack of opportunity when attempting to disarm in this manner. Also the larger combatant does not gain a bonus in the opposed attack roll to disarm and you do not risk being disarmed if your attempt fails.

Normal: Disarming is normally only possible with a melee attack.

Gunfighter

You wade into combat with your pistols.

Prerequisites: Point Blank Shot, Dodge, Weapon Focus (pistol)

Benefit: You do not provoke an attack of opportunity when attacking an adjacent target with a pistol while in a threatened square.

Gunplay

Your can perform impressive maneuvers with your pistol.

Benefit: You gain a +2 to Slight of Hand checks involving pistols or rifles and +2 to Craft(Small Arms) to load a pistol or rifle.

Normal: Characters proficient in pistols may make Slight of Hand check to entertain people with a pistol or rifle.

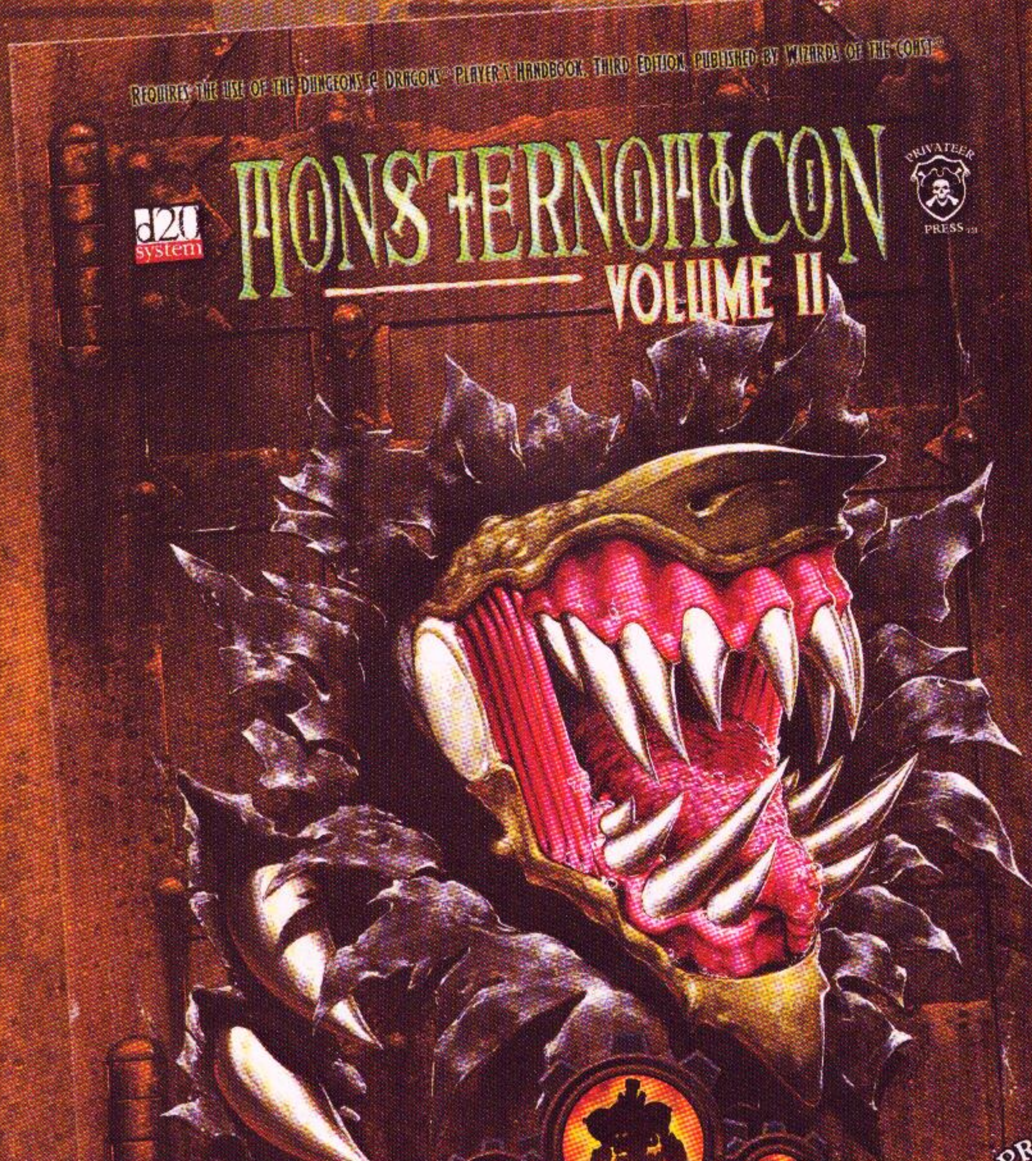
OPTIONAL RULE: AMMUNITION COSTS

The use of firearms has spread since the outbreak of open war. The initial rise in commercial ammunition costs from increased military orders for blasting powder has begun to reverse itself. Alchemists are creating blasting powder in increasing quantity, particularly since Khador's invasion of Llael ended the monopoly once held by the Order of the Golden Crucible. Fragmented branches of the Crucible could not maintain their virtual monopoly and ongoing competition may reduced prices. With the help of adventurers mercantile groups in both Cygnar and Ord can work to locate and exploit additional sources of the materials required for powder production. While the militaries still seek to seize the highest grade powder cheaper grades may become available in quantities that drive down prices and benefit adventurers.

GMs desiring to make greater use of firearms in their Full-Metal Fantasy games might use this excuse to lower the ammunition costs to half prices or even lower them to an equivalent price in silver pieces rather than gold.

Brass cartridges should fetch up to 3x the price of silk cartridges when sold on the black market. Unlike regular ammunition a brass cartridge is only ruined if it takes 3 points of physical damage. Military brass cartridges are virtually waterproof and are not ruined when wet. Even handmade rounds are resistant to immersion and ruined only 25% of the time when wet.

MONSTERNOMICON VOL. II



Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®
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INSIDE MONSTERNOMICON VOL. II

By **Nathan Letsinger,** Art by **Chris Walton, Matt Wilson, and Brian Snoddy**

> *"When offered the choice to explore where no other Immorese had gone before, even at the behest of a ruthless tyrant, how could I refuse? I offer no excuses and expect my work will speak for itself."*
>
> —Professor Viktor Pendrake

Rescue Pendrake!

Your long awaited guide to eastern Immoren arrives this Spring. All that is required is for someone to journey though the world's deadliest geography, overcome monstrous beasts, and rescue Professor Pendrake so he can write it.

Readers of ***The Pendrake Encounters*** in No Quarter Magazine know that the skorne abducted Professor Viktor Pendrake, author of the Monsternomicon Vol.1. Forced to venture east past the Stormlands and the Abyss to the Skorne Empire in eastern Immoren, his captors sent him to appease the megalomania of the exiled former king of Cygnar Vinter Raelthorne.

If he is to return, Pendrake will need your help. You will have a chance to rescue the professor from deep within the Skorne Empire in an adventure for mid-to-high level characters, published sortly after the Monsternomicon Vol. 2 hits store shelves this Spring.

What's in it?

Monsternomicon Vol. 2: The Iron Kingdoms and Beyond (the tenative title) is the next resource for the Full-Metal Fantasy role-playing line. This 240-page hardback catalogs over 70 deadly creatures native to western and eastern Immoren. Not only a great tool for terrifying your players, Monsternomicon Vol. 2 contains an abundance of details on the deadly Stormlands, the sprawling Skorne Empire, and the vast unexplored wildernesses of eastern Immoren. This book includes many creatures seen in HORDES: Primal and unveils creatures from the upcoming HORDES: Evolution. It also features a full-color poster map detailing the East.

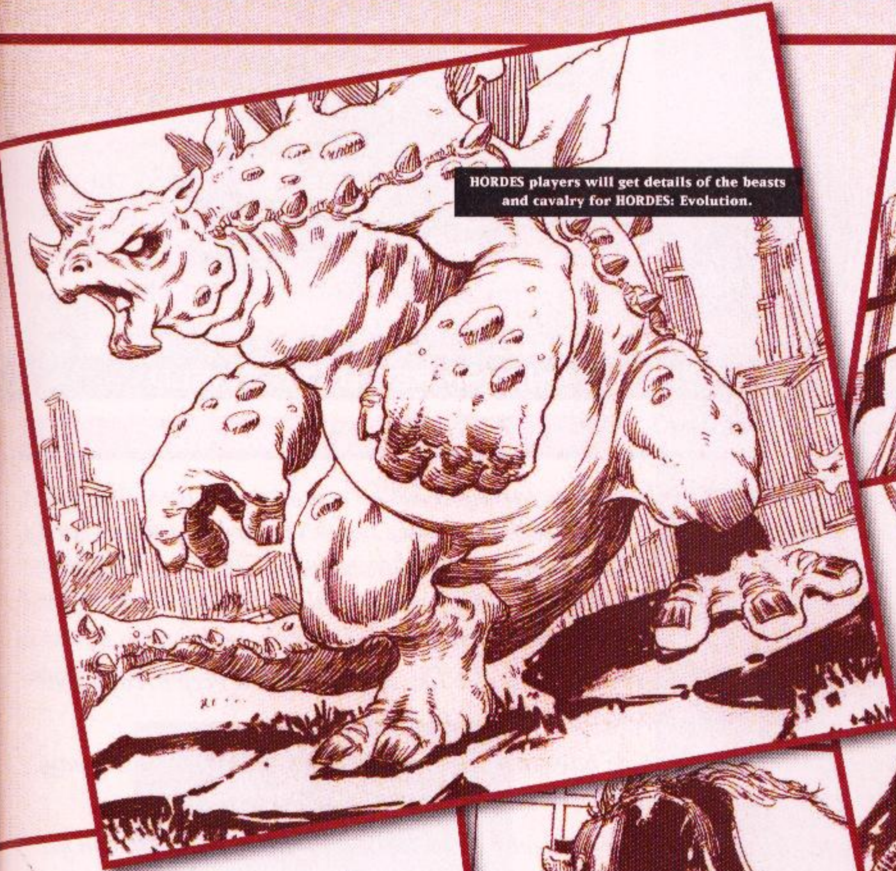
Professor Pendrake narrates each monster entry, and come to life through the gritty and sometimes terrifying illustrations of Matt Wilson and Chris Walton, inked by Brian Snoddy.

This volume includes rare and powerful creatures from the extremes of the Iron Kingdoms, such as those lurking in Cryx or awakened from frozen lairs in Khador's northern-most peaks. These beasts challenge the most well-armed and seasoned adventures.

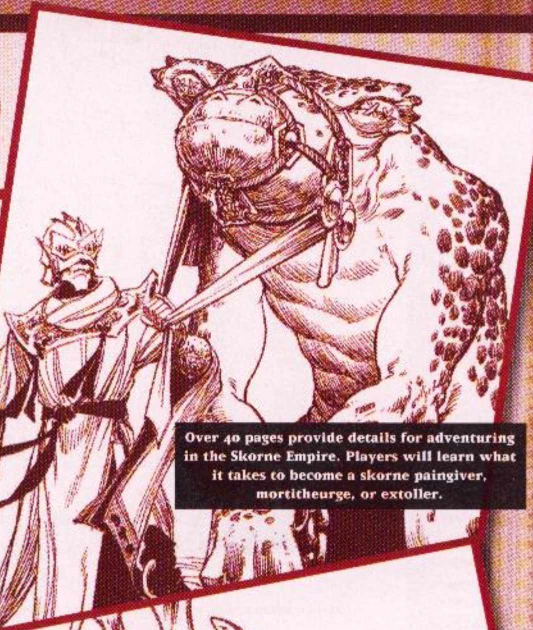
More Than Monsters

New quickplates, new adventuring gear like deep sea diving apparatus and desert survial gear, and new playable races and classes all await in the appendixes for you to explore.

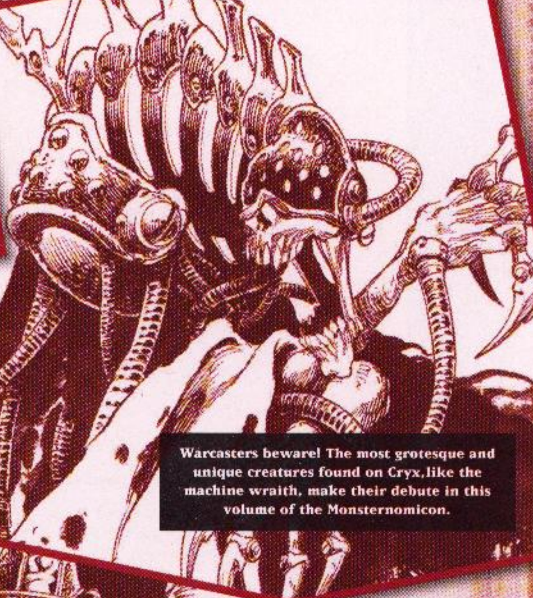
THE IRON KINGDOMS AND BEYOND



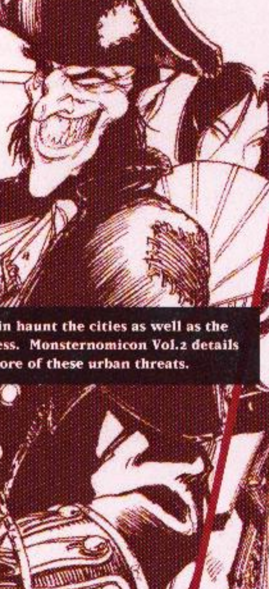
HORDES players will get details of the beasts and cavalry for HORDES: Evolution.



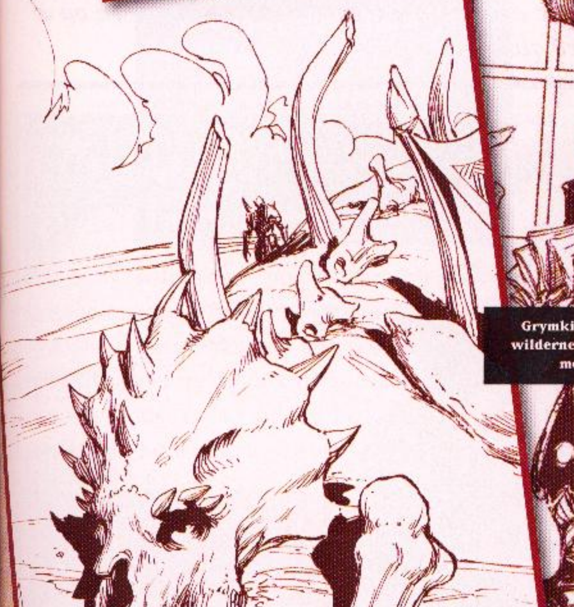
Over 40 pages provide details for adventuring in the Skorne Empire. Players will learn what it takes to become a skorne paingiver, mortitheurge, or extoller.



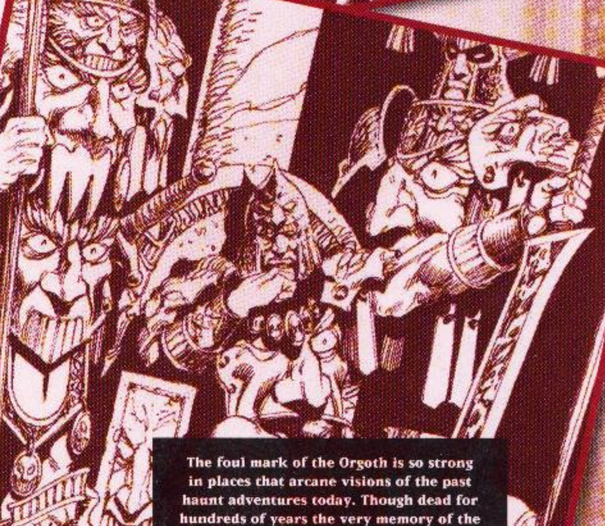
Warcasters beware! The most grotesque and unique creatures found on Cryx, like the machine wraith, make their debute in this volume of the Monsternomicon.



Grymkin haunt the cities as well as the wilderness. Monsternomicon Vol.2 details more of these urban threats.

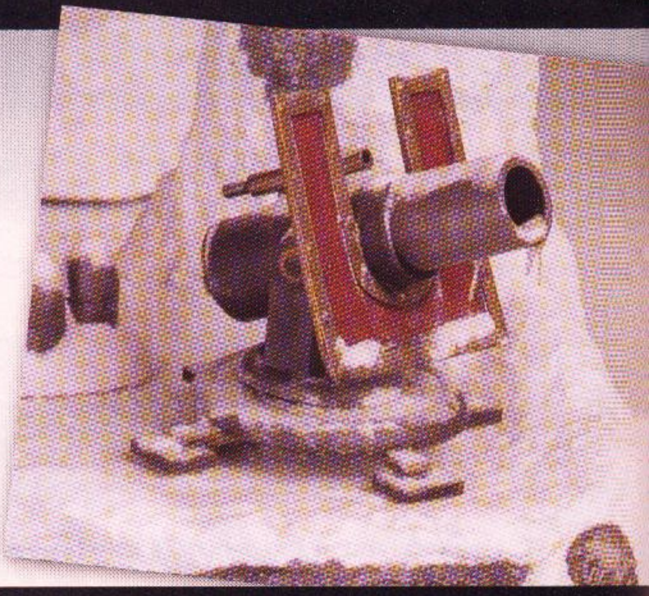


The East is a harsh and unforgiving land. One false choice can doom all. The appendix provides both wilderness knowledge and gear for surviving the extremes of both the East and West.



The foul mark of the Orgoth is so strong in places that arcane visions of the past haunt adventures today. Though dead for hundreds of years the very memory of the tyrants demand tribute to those that trespass in search of their long forgotten treasures.

SNOW FALLING IN KHADOR



HOW TO BUILD YOUR OWN KHADOR-INSPIRED BATTLEFIELD

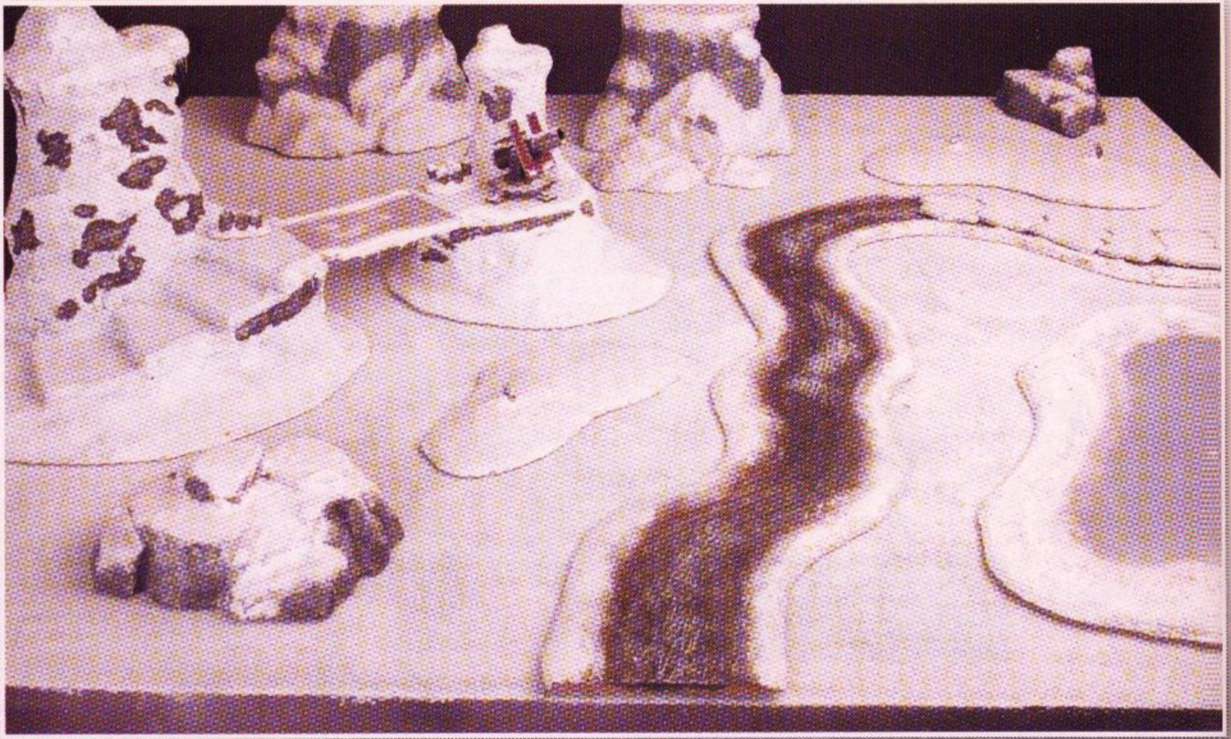
by **Alfonso "the Traitor" Falco** and **Michelle Lyons**

My breath froze in the air before me, and I could swear I felt ice forming on my lips. My eyes teared at the cold. I rubbed them with the back of my gloved hand only to watch the wet smears turn to ice on the leather. The night sky was blacker than I could remember seeing anywhere in Cygnar and alight with the cold, perfect light of a billion stars. Calder's pale light shimmered across the snow, dazzling even at night.

"Winter in Khador," the Traitor said. "There's nothing else like it." He took a deep breath that made my lungs hurt just to see it, uncorked a flask, and lifted it to his lips.

"Why'd you bring me here, Falco? Couldn't we have met somewhere closer to home? With, say, a tavern? And a fire?" Despite my fur-lined boots my feet were still chilled from the snow.

"Nonsense, Lyons. Things are still too hot after my last report. Besides, where else would you get a view like this and these papers, to boot?" He handed me a sheaf of papers before sitting down on a bare black tree stump and watching me with an amused glint in his eye.



Each of the armies in Warmachine has a thematic terrain that mirrors their homeland and is reflected in their fighting style and abilities. Cygnar has the forests, Cryx the swamps, and the Protectorate the deserts. Of all the terrain settings, however, none has more of a dramatic impact than Khador: the snowy reaches of the Motherland. There are few more picturesque tableaus on the gaming table than a snowy battlefield with the dazzling, pristine white standing in sharp contrast to trees, rocks, and the smoking hulks of destroyed warjacks.

In this month's article we take a look at how to build your own Khador-inspired battlefield and strike terror into the hearts of your enemies. ***For the Motherland!***

DEEP SNOW TEMPLATE

Let's assume you've made a 4'x4' basic table, and you want to add in some extras for your new winter themed board. No snow-filled battlefield ever has an even blanket of snow without a drift here or there. This will help you create those drifts where you need them (and where your enemy does not).

MATERIALS

- Pressboard
- Carpenter's glue
- Foamcore
  or thin extruded foam
- Sandpaper
- Assorted accessories (rocks, twigs, warjack parts, etc.)
- Neutral gray paint
  or pale blue paint
- White paint

Start with some pressboard templates and glue some foamcore or thin extruded foam to them. Sand this to make a nice rounded, playable area. Spread a thin layer of carpenter's glue over the template and lay down some sand just as you did for the basic table. Remove the excess and hit it with a glue wash. Let it dry.

Deep snow templates with sand and details added.

WINTER TERRAIN AND HAZARD RULES

By **Rob Stoddard** with
Jason Soles & Matt Wilson

All players participating in the game should agree upon the terrain and its effects before a battle begins.

Deep Snow:
Deep Snow is *rough terrain* and provides *concealment* to a model with any part of its base inside the perimeter. Deep Snow does not block *line of sight*.

Frozen Water:
Frozen water can wreak havoc with armies and be just as dangerous as any enemy. While moving across frozen water a model can only change its facing at the beginning of its movement, must move in a straight, unobstructed line, and cannot turn.

Breaking Frozen Water—When a model moves over frozen water or is knocked down on frozen water there is a chance the frozen water will not be able to support the model's weight and it will fall through.

When a model moves its base completely onto frozen water or if it begins its movement with its base completely on frozen water its controller must make a *stability roll*. To make a stability roll, roll a d6 for the model. A model with a small base falls through frozen water on a roll of 1. A model with medium base falls through frozen water on a roll of 1 or 2. A model with a large base falls through frozen water on a roll of 1 - 3.

A model that has fallen through frozen water suffers the effects of deep water (see pg. 61 of WARMACHINE: Prime). Mark the break in the frozen water with a template the base size of the model that fell through. Breaks in frozen water remain for the rest of the game. A pushed, thrown, or slammed model that ends its movement overlapping a break in frozen water immediately falls through the frozen water and suffers the effects of deep water.

A model that has fallen through frozen water may forfeit their movement or action during its activation to climb out. A model that forfeits its movement to climb out can perform an action as if it had advanced, but it cannot make attacks involving movement such as a slam. A model that forfeits its action to climb out can advance but cannot run or charge. Place the model's base in contact with the break in the frozen water.

Power Attacks On Frozen Water—A model that is slammed and ends its slam movement on frozen water moves an additional d3" before damage is resolved. This movement is considered slam movement. If a model ends its slam movement with its base completely on frozen water its controller must make a *stability roll*. To make a stability roll, roll a d6 for the model. A model with a small base falls through frozen water on a roll of 1. A model with medium base falls through frozen water on a roll of 1 or 2. A model with a large base falls through frozen water on a roll of 1 - 3.

When a model is thrown and lands with its entire base on frozen water roll to see if it falls through according to the rules above. If the model does not fall through the frozen water it slides an additional d3" in the direction it deviated. The model stops sliding if it contacts rough terrain, an obstacle, obstruction, or

Winter Terrain and Hazard Rules Cont.

a model. The sliding model cannot be targeted by free strikes during this movement. Determine throw damage after moving the thrown model.

If a sliding model contacts a model with an equal or smaller-sized base that model is knocked down and suffers collateral damage. A model taking collateral damage suffers a damage roll with a POW equal to the attacker's current STR.

Ice Flow:

Ice flows, made of an endless flow of ice chucks carried along by the currents of raging rivers, are very dangerous terrain features on the battlefield. Even with the constant flow of ice occasionally victory outweighs commonsense and some might risk a frozen grave.

At the start of the game participating players should agree upon which direction the river flows. Ice Flows are *rough terrain*. The river underneath is deep water.

At the beginning of each player's Maintenance Phase models completely within the area of the Ice Flow are moved 3" further down the river. Models are moved in the direction the river flows. Move the models furthest down river first. A model stops moving if it moves into base-to-base contact with another model. If the model contacted has an equal-size or smaller base than the model moved the contacted model is knocked down. During this movement models cannot be targeted by free strikes. If a model is moved off of the table due to this movement it is removed from play.

If any portion of a model is caught within a damage causing AOE while on the ice flow the model immediately falls through the ice flow and suffers the effects of deep water. Mark where the model fell through the ice flow. At the beginning of each player's Maintenance Phase move the marker 3" further down the river. A model that has fallen through an ice flow may forfeit its movement or action during its next activation to climb out. A model that forfeits its movement to climb out can perform an action as if it had advanced, but it cannot make attacks involving movement such as a slam. A model that forfeits its action to climb out can advance but cannot run or charge. Place the model's base in contact with the marker on the ice flow.

Ice Bridges

Ice bridges are natural structures that can be damaged and destroyed. See *Damaging and Destroying Structures* on pg. 62 of WARMACHINE: Prime.

Ice bridges are ARM 14 and can take 5 points of damage per inch of width before being destroyed and collapsing.

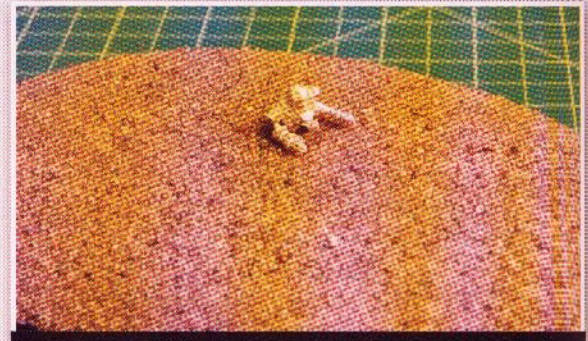
When an ice bridge collapses place a 4" collapsed bridge AOE directly under the bridge. All models within the AOE suffer a POW 12 damage roll. Collapsed bridge AOEs remain in play and should be treated as *deep snow* for the rest of the game.

Any models on an ice bridge when it collapses suffer the effects of falling, see *Falling* on pg. 48 of WARMACHINE: Prime. If a falling model lands on top of a smaller model the smaller model's controller pushes it back to make room for the falling model.

If a falling model contacts a model with an equal or smaller-sized base that model is knocked down and suffers the same damage roll as the falling model. A model with a larger-sized

Continued on page 52.

Add a few details such as rocks, twigs for fallen trees, warjack bits, or even a few Risen models for an appropriately creepy touch.



Risen emerging from deep snow.

Paint everything a neutral gray or pale blue as you prefer. Allow it to dry. Once your template is ready drybrush it with white.

Snow covered branches.

Paint the details in the appropriate colors, and your deep snow template is ready to go.

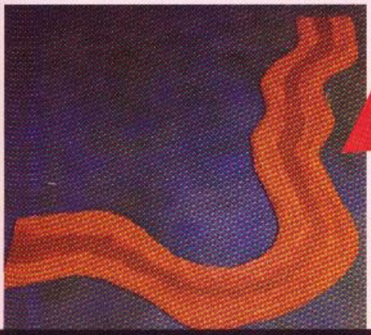
ICE FLOE

Every nice tableau can use a good water feature, and a snowy battlefield is no exception. Using these instructions you can convert a normal stream to an ice floe that will add clever obstacles and visual interest.

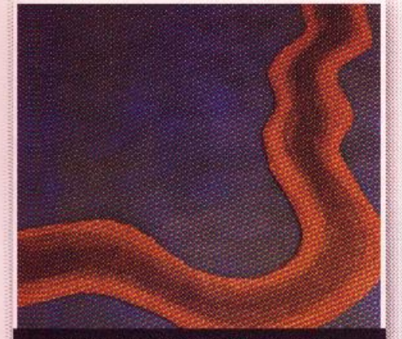
MATERIALS

- Press board
- Jigsaw
- Rasp OR Coarse sandpaper
- Instant papier-mâché
- Stones, rocks, and sand
- Brown paint
- Clear silicone or extra heavy gel medium gloss
- Foamcore

First, cut a river shape out of press board using a jigsaw at a 45-degree angle. Use a rasp or coarse sandpaper to smooth the edges of the press board. Next, use your instant papier-mâché to make a shoreline for your river. Use just enough water with the instant papier-mâché to bind it together. Allow it to dry for 24 hours.


River with papier-mâché shorelines.

Once the papier-mâché is dry add stones, rocks, and sand to the shoreline. Paint it an appropriate color for your terrain. Use a dark color to paint the bottom of the river. Fade the darker color toward the shoreline so that you have a gradual color change. Allow the paint to dry.

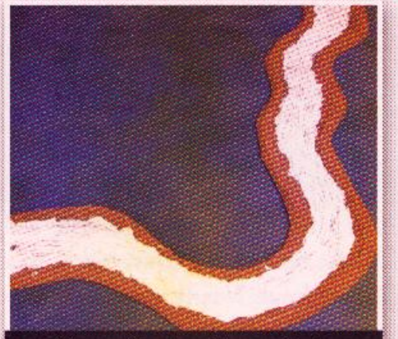

Painted shorelines and river basin.

You can lay in the "water" portion of the river once your paint jobs are done. The first choice for a project like this is clear silicone. If you're worried about the smell or fumes from silicone, however, you can use extra heavy gel medium gloss. This is a medium you can find at your local art supply store in the paint department.

Silicone takes 24 hours to dry after it has been applied. The drying time required for the gel medium depends on how thickly you apply it. It can take 48 hours for a 1/8" thickness to dry. The gel goes on opaque but clears as it dries. When it is altogether clear that is when you know you are done.

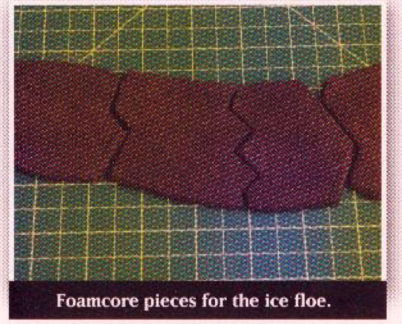
Alfonso says:

"In this example we are making a river with a generic shore that you could use in a number of settings. You can add some fake snow here or there so that it will match your table more closely."

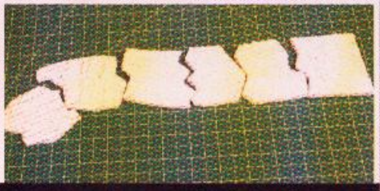

River with gel medium applied.

Now that we have got the river done we need our ice floes. If you are feeling particularly brave you can make the ice out of acrylic, but Alfonso warns that the amount of cursing involved in this is entirely non-worksafe. He uses foamcore in this example.

Start by making your foamcore pieces roughly the same width as the river and whatever length you feel suits your project. After you cut the foamcore to the shape of the river cut it into pieces like a jigsaw puzzle. Each piece should be roughly the size of a large base.


Foamcore pieces for the ice floe.

Use spackle on the sides of the cut pieces to create more irregular edges. You can use it on the top as well if you want to add a bit of texture. Let it dry. Paint the pieces with a base coat of pale blue. Sponge several coats of flat white on top of that.


Foamcore pieces for the ice floe.

FROZEN LAKE

Rivers may not be what you are looking for, though. Perhaps you need a sparkling, pristine, ice-covered lake to set the scene and trap your enemies. We have just the thing for you. Keep in mind that the instructions below work for any number of shapes including ponds, lakes, rivers, and so forth.

MATERIALS

- 1/4" Acrylic sheet roughly the desired size of your lake.
- Sandpaper (80, 100, 120, and 220 grit)
- Hobby Knife
- Permanent marker
- Jigsaw
- Press board
- Blue paint
- Hot glue gun
- Instant papier-mâché
- White glue
- Baking soda

The first thing you'll need to make your frozen lake is a 1/4" acrylic sheet. The sheet should be roughly the size you need for your project. Then you will want to "frost" the acrylic so that it looks like ice. If you can get frosted acrylic tiles to start with that's great. If you can't, though, this will help you get the correct effect.

Alfonso says:

"I suggest you use a 1/4" acrylic sheet because I tried a 1/8" sheet first. It sanded beautifully, but when I tried cutting it the acrylic would chip, crack, and occasionally snap in half. It was just too brittle, so learn from my mistake."

Winter Terrain and Hazard Rules Cont.

base than the falling model, however, does not suffer damage and is not knocked down. All damage resulting from the fall is simultaneous.

Snow Packs

Snow Packs are cliff faced terrain features approximately 4" in diameter that are susceptible to Avalanches.

Each time a damage causing AOE is placed within 6" of a Snow Pack, roll a d6. On a roll of 5 or 6 the stability of the Snow Pack has been compromised and an avalanche occurs.

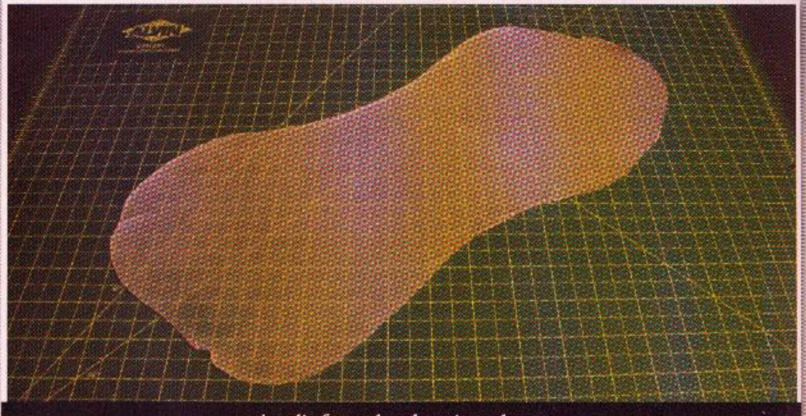
When an avalanche is triggered center the deviation template in the middle of the Snow Pack and roll deviation to determine which area of the Snow Pack the avalanche occurs on. Place a 4" Avalanche AOE in contact with the Snow Pack. All models within the Avalanche AOE suffer a POW 12 damage roll and are knocked down. Avalanche AOEs remain in play and should be treated as *deep snow* for the rest of the game.

Gun Emplacement

Stumbling upon a strategically placed weapon is either a blessing or a curse. The Gun Emplacement is mounted on a 50mm base. Before the Gun Emplacement must be loaded before it can fire. After each time the Gun Emplacement has been fired it must be reloaded before it can fire again.

A warrior model in base-to-base contact with the Gun Emplacement's back arc may forfeit its action to fire, reload, or change the facing of the Gun Emplacement. After rotating the Gun Emplacement place the warrior model that changed the facing in base contact with the Gun Emplacements back arc. Use the RAT of the warrior firing the Gun to resolve a ranged attack with the Gun Emplacement.

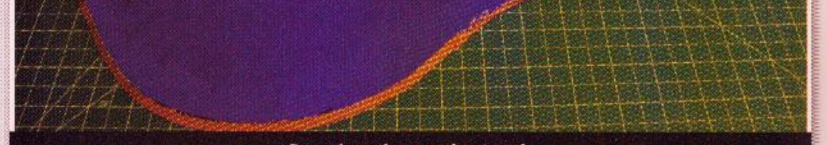
RNG 16" ROF * AOE 4" POW 16



Acrylic frosted and cut into shape.

Use your 100 grit sandpaper on the acrylic in small circular strokes. Once you finish on both sides with the 100 repeat the process with the 120 grit. Finally, do the same with the 220 grit sandpaper for the final sanding. Use the same circular motion throughout the process. If you want your ice cracked figure out which side of your acrylic will be the underside and score it with a hobby knife. Nearly anything pointy and sharp will do in a pinch, even a nail, so long as you work from the back side of the sheet.

Cut out your frozen lake once you finish frosting. Use lots of curves for a natural appearance, but stay away from kidney shapes. We want natural lakes not modern swimming pools. Alfonso uses a permanent marker to draw the shape he wants, and then cuts it out using a jigsaw with a fine tooth blade.



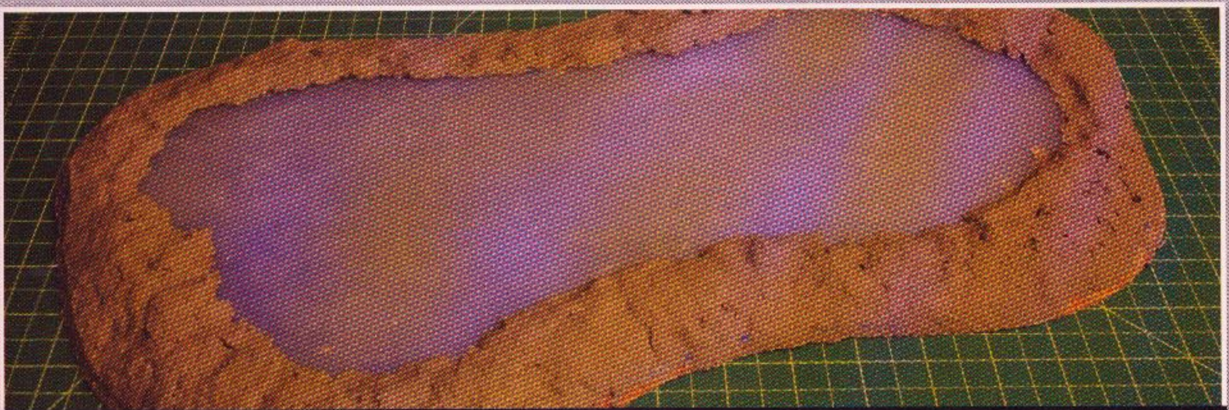
Press board cut and painted.

From here you need to cut out your press board. Take the frozen lake and place it on the press board. Draw out a border 1" to 2" from the edge of the lake to become your shoreline. Use your jigsaw set to a 45° angle to cut out the press board along the line you drew. Take a wood block and some 80 grit sandpaper and sand down the sides of the shoreline.

Now you can paint your ready board the color of the water. Alfonso used blue, but you can choose any color you want. Just remember that the paint must dry completely before you can assemble your lake!

Use a hot glue gun to fix the frozen lake in place, but only glue the edges. It may be tempting to try to get closer to make "air pockets," as real frozen lakes have. The hot glue spreads well, however, even filling in all the scratch marks from the sanding. When Alfonso tried to make air pockets it turned his acrylic effectively clear again, so try to avoid that. You could use another type of glue if you prefer, but Alfonso recommends hot glue for this simply because it is fast. The project will dry within five minutes and you can start working again.

Apply the glue to the edges of the acrylic and place it on the press board. Wait for that to set and then make your shoreline



Frozen lake with papier-mâché shoreline.

using instant papier-mâché. Only cover enough of the frozen lake surface to hide the hot glue. When you mix the papier-mâché only use enough water to make it bind together. If you use too much just strain it through an old T-shirt or a paper towel and squeeze out the excess water.

You will want to paint the shoreline as soon as it dries. Use white since we are dealing with a frozen lake. After the paint dries water down some white glue and paint on a thin layer as needed. Dust those areas with baking soda to give you a nice dusting of crusty snow.

CANNON

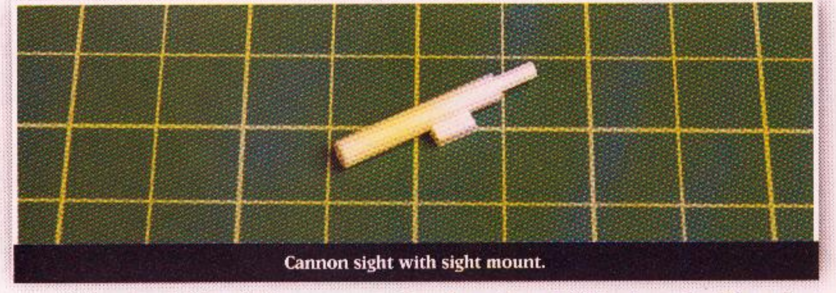
No Khadoran winter scene is complete without a little cannon fire. Here is how to create some artillery.

MATERIALS

- PVC pipe 5/8", 2/3", 3/32", 5/32")
- .100" x .100" square rod
- 50 mm and 30 mm miniatures bases
- .100" x .188" styrene strip
- 1/16" and 3/64" plastic rods
- Super glue

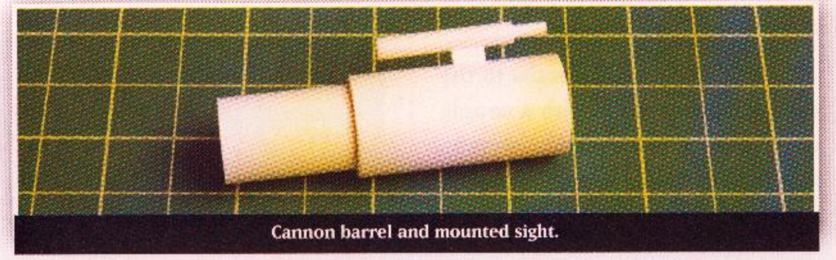
Start with the PVC pipe. Cut a 1 1/2" length from the 5/8" pipe and from the 6/8" (or 2/3"). Glue them together, one inside the other, and let them dry to make the barrel.

Use a 1/2" long piece of 3/32" tube plus a 1" piece of 5/32" tube to make the sight. Put the smaller tube into the larger one, leaving about 1/4" sticking out, and glue it into place.



Cannon sight with sight mount.

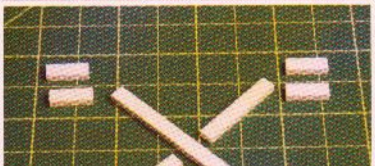
Take the .100 x .100 square rod and cut it to 1/4" in length. Glue that to the barrel and place the sight on the mount.



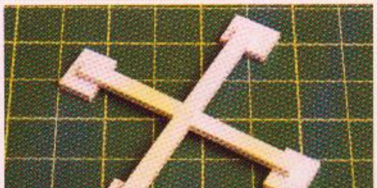
Cannon barrel and mounted sight.

To make the base of the gun requires a 50 mm base. Cut the .100" x .188" styrene strip into 8 1/2" pieces, a 2 1/2" piece, and 2 pieces 1 1/4" in length.

Take your 1/2" piece and glue the long, thin sides of the two pieces together. You will be making four pieces. Now take the 2 1/2" piece and find the center of it. Take the two 1 1/4" sections and glue them to the center of the long piece. Glue the 1/2" sections to the end to make the feet for the base.

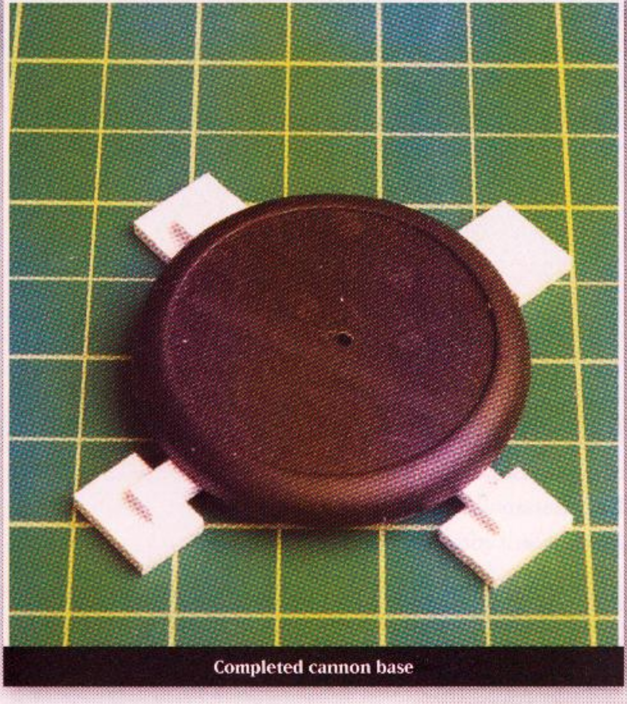


Styrene strip pieces.

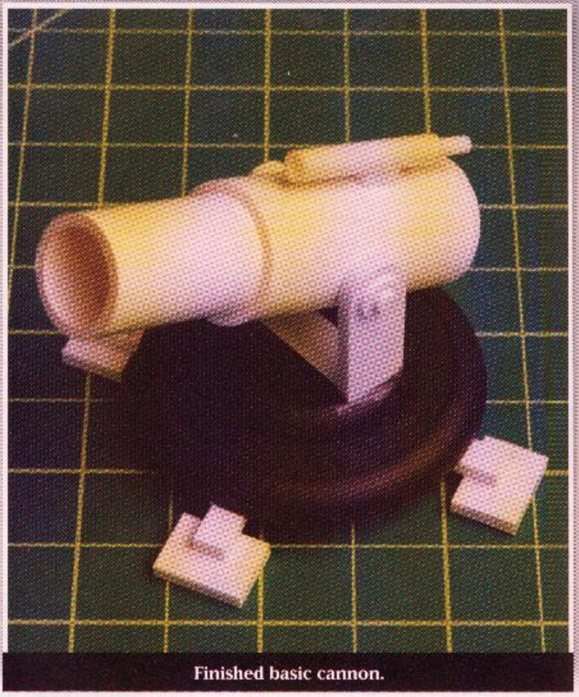


Gun base framework.

Glue the 50 mm base to the center of the "X."

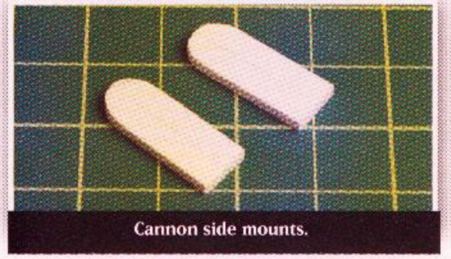


Completed cannon base



Finished basic cannon.

Take the 1/16" rod and cut a 3/8" piece off. Glue it to the bottom of a 30mm base. Cut the .100" x "188" stock into four 1" strips. Take two of them and glue them together along the long narrow sides. Allow it to dry. Round off the top to make a half-circle and glue the pieces to the sides of the cannon.

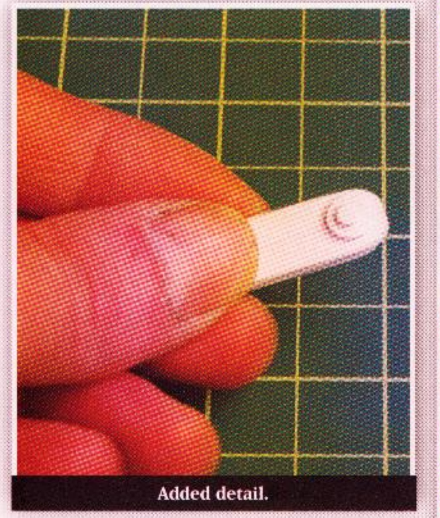


Cannon side mounts.

Add some small details to the cannon mount sides with a couple of circles created from styrene sheets with a hole punch.

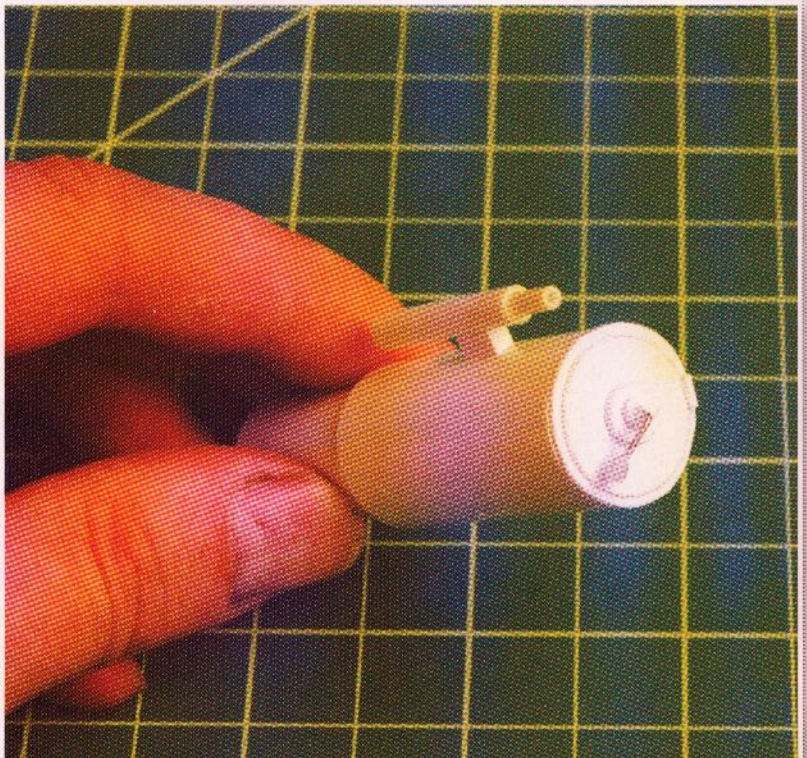
If you want a more detailed cannon you can convert it into a breach-loaded version.

Trace a circle of the back of the cannon on a thin styrene sheet. Cut it out, sand it down, and then glue it on.



Added detail.

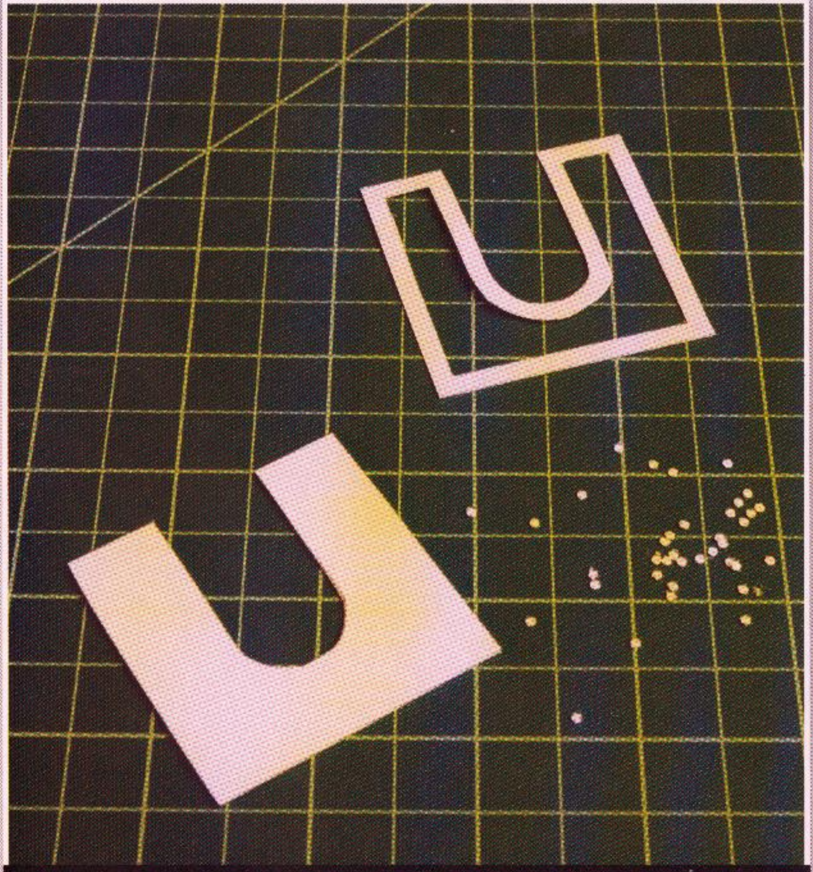
Take the 30mm base and cover the hole for the tabs with a thin piece of plastic card. Glue down the gun mount to the 30mm base.



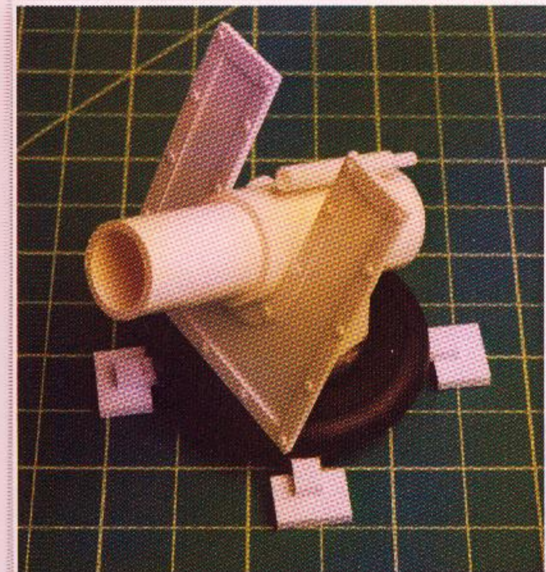
Back of breach-loader cannon.

Repeat the process using the front of the cannon, but glue the smaller circle on top of the one you just created. Cut a 1/4" length off of a 3/64" plastic rod to use as the hinge. Lastly, grab a hole punch and a thicker sheet of styrene. Punch two holes, making sure one is smaller than the other, and glue them on to the back as in the photo above. The latch is only a pin bent to a 90° angle. Use a small drill to bore out a hole and glue the pin in place.

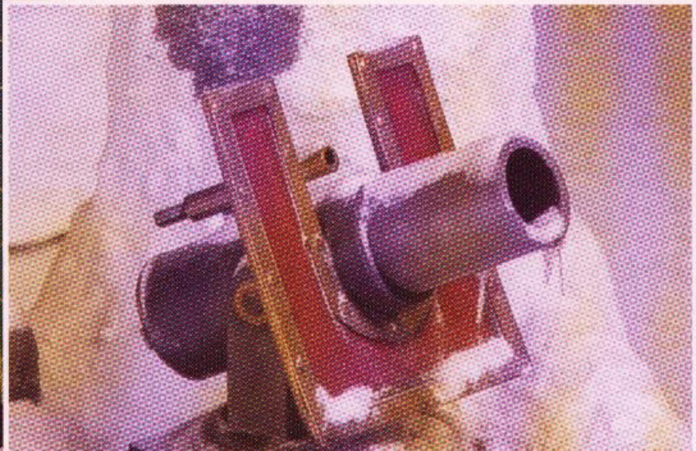
For the blast plate, take a piece of sheet styrene and cut it to fit the cannon. Trace out the blast plate pattern on a sheet of thinner styrene to make the trim. Take a ruler, measure out a 1/8" border, and cut it out. Glue this to the blast plate, then sand and remove any excess. Glue on the 1/16" rivets and allow it to dry. Glue the blast plate to the cannon and you've got a great new toy to play with.



Blast plate pieces.



Finished cannon with blast plate.



Ready for action!

Releasing in December, the Fell Caller solo miniature for HORDES is sure to be a favorite. The Fell Caller class described in the Iron Kingdoms Character Guide gives players the chance to portray one of these trollkin blessed with a powerful voice that can sway the masses and bring victory to the battlefield. Provided here are two Fell Caller starting packages for players who want to jump right in, along with two feats that benefit this class.

BLOOD OF BRAGG

STARTING PACKAGES & NEW FEATS FOR FELL CALLERS

Rules By **Eric Cagle**, Art by **Matt Dixon**
miniature painting by **Ron Kruzie**

TROLLKIN FELL CALLER STARTING PACKAGE #1

Armor: Studded Leather (+3 AC, armor check penalty -1, arcane spell failure chance 15%, speed 30 ft., 20 lb.), Heavy Wooden Shield (+2 AC, armor check penalty -1, arcane failure chance 15%, speed 30 ft., 6 lb.)
Weapons: Warhammer (1d8, crit x3, 5 lbs., one-handed bludgeoning), Javelin (1d6, crit x2, range inc. 30 ft., 2 lb., piercing)
Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Craft (any one)	4	Int	—
Intimidate	4	Cha	—
Knowledge (any one) (cc)	2	Int	—
Listen	4	Wis	—
Perform	4	Cha	—
Spot	4	Wis	—
Survival	4	Wis	—

Feat: Skill Focus (any one)
Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 5 torches
Gold: 2d4 gp

TROLLKIN FELL CALLER STARTING PACKAGE #2

Armor: Scale Mail (+4 AC, armor check penalty -4, arcane spell failure chance 25%, speed 20 ft., 20 lb.)
Weapons: Maul (3d4, crit x2, 15 lbs., two-handed bludgeoning), Throwing Axe (1d6, crit x2, 10 ft., 1 lb. slashing)
Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Climb	4	Str	-1
Concentration	4	Con	—
Intimidate	4	Cha	—
Jump	4	Str	-1
Listen	4	Wis	—
Perform	4	Cha	—
Spot	4	Wis	—
Survival	4	Wis	—

Feat: If Dexterity is 13 or higher, Dodge. If Dexterity is 12 or lower, Improved Initiative.
Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 5 torches
Gold: 2d4 gp

NEW FEATS

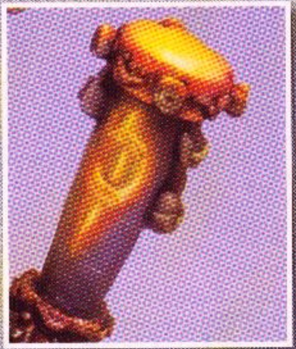
Enlarge Fell Call

You exert yourself to give your fell calls remarkable range.
Prerequisites: Perform (Fell Call) 12 ranks.
Benefit: You can double the numerical range of a fell call as a free action. Using this feat increases the cost of a fell call by 3 and doubles nonlethal damage suffered by the fell caller when using immediate effect calls. Fell Callers may select Enlarge Fell Call as one of his bonus Fell Caller feats.

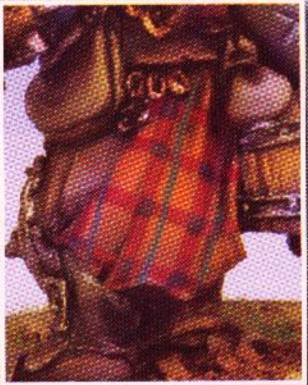
Unnatural Fell Call

Your fell calls affect creatures normally not susceptible to such effects.
Prerequisites: Perform (Fell Call) 10 ranks, Intimidate 10 ranks.
Benefit: Your fell calls affect creatures that cannot hear or are normally unaffected by mind-affecting, sonic effects, such as plants or undead. This feat does not allow you to affect constructs. Fell Callers may select Unnatural Fell Call as one of his bonus Fell Caller feats.

Fell Calls and Bard Songs
Many players forget fell callers may use the Bardic Music ability of the bard class by making a fell call. Substitue bard levels for fell caller levels for the requirements of each ability. This allows your fell caller to inspire courage, fascinate, and use countersong and other ablities just as a bard in addition to their other abilities!

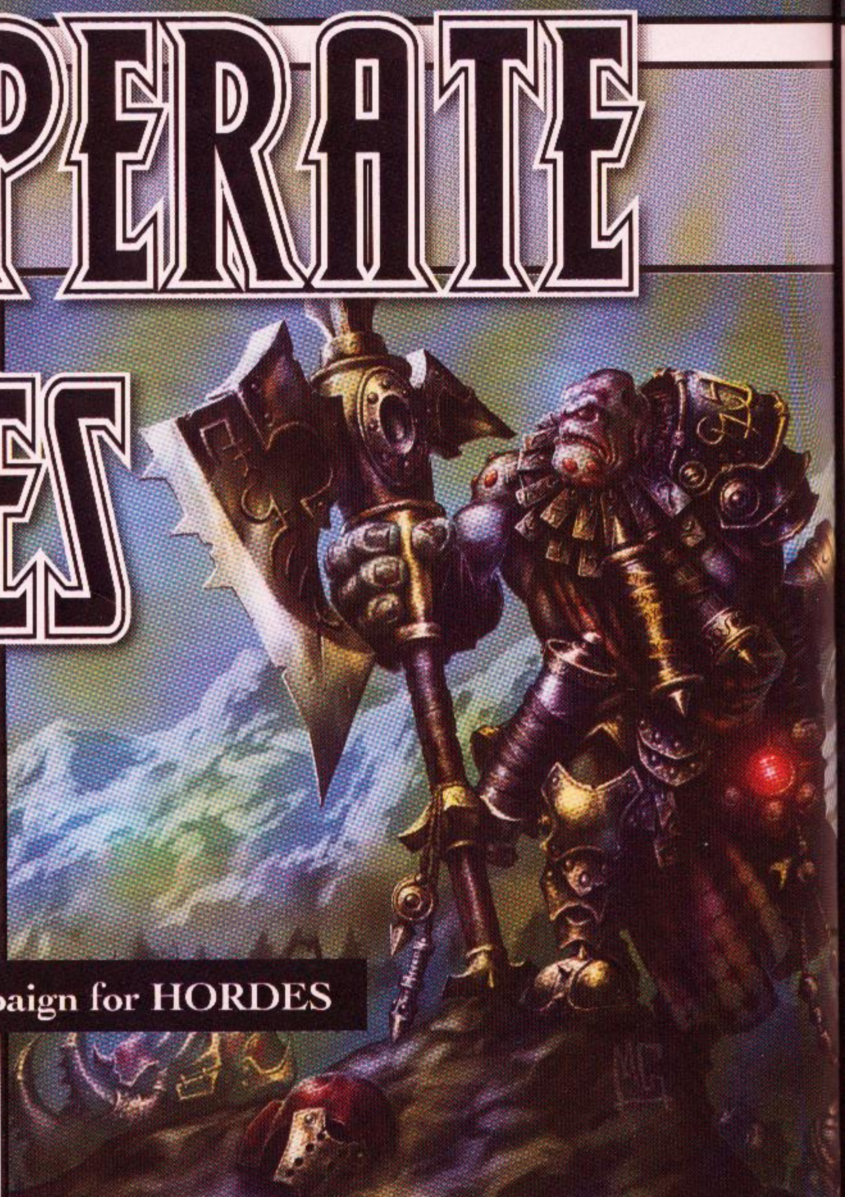


One of the most distinctive features of the Fell Caller miniature is the burning torch-standard. This has been painted as though it is filled with fire causing the top and runes to glow brightly. Represent this by painting the middle of the area white and then fading out through yellow to orange. A glow painted to the immediate surrounding areas compounds the effect.



Tartan pattern is a feature common to almost all Trollkin miniatures. The area should be painted in the main color then highlighted and shaded before adding the pattern. Pick two colors for the pattern: one for the broad band and another for the pin stripe.

DESPERATE TIMES



by **David Carl**
with **Jason Soles**
Terrain by **Alfonso Falco**
Illustration by
Mark Gibbons

A Two-Player Mini-Campaign for HORDES

Winter is a cruel season. Some years are harsher than others. Blizzards and ice are not exclusive to Khador, and even the southern regions feel the bite of winter's embrace. Amid war and strife the onslaught of heavy snow can leave forces exposed, home territories scarce on food, and encourage predations from dark forces inured to the cold. While humans in their fortified cities can withdraw to gain a reprieve from battle in cold months, those forces clashing tooth and claw in the wilderness have no such luxury. Indeed, the withdrawal of human defenders from borderlands has opened opportunities and allowed bold raids by those dwelling on the fringes.

On the eastern slopes of the Dragonspine Peaks in the winter of 606 AR there is no chance for rest. Several displaced trollkin tribes from the Thornwood have moved into a river valley in this region to gain shelter from the skorne attacking their kin further east across the Black River. Heavy snowfall escalating to a full blizzard has turned the region into a frozen battleground. The skorne have come west on daring raids to weaken Cygnar by assaulting the train line and caravan routes to Bainsmarket. In the process they have come upon old enemies and bloodshed is inevitable. The unusually harsh winter has encouraged the Legion of Everblight to press further south and its tendrils led by blighted generals reach deep into any area lacking strong defenders to keep them away. Nor has the Circle ignored the region, following on the heels of the Legion and seeing opportunities to keep the kriels of the Trollbloods off balance.

Campaign Rules

Desperate Times is a two-player HORDES campaign with each player playing a separate faction. These scenarios are open to players of any HORDES factions. Each scenario builds upon past results, so scenarios must be played in the order presented.

Though the scenarios are intended for 500-points they may be played at higher point levels if both players agree.

Terrain

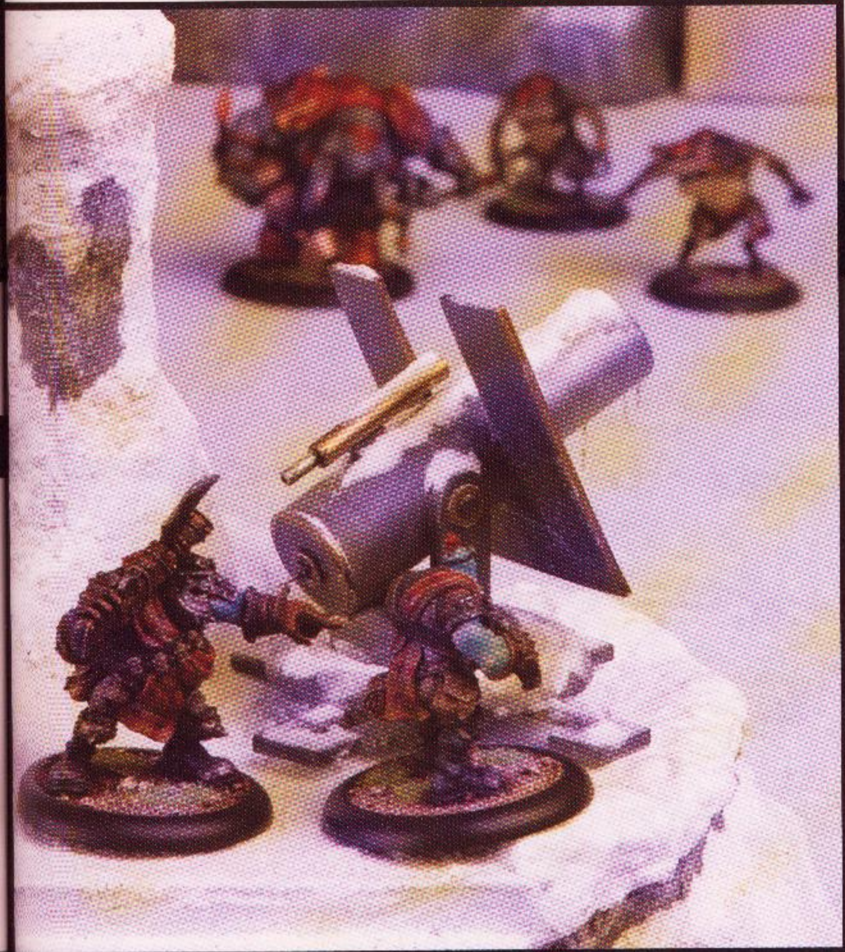
Some of the scenarios in Desperate Times dictate terrain required for play. Some players may not have all the types required. Substitutions are permitted in the case of limited terrain selections. When placing terrain features begin by rolling to determine which player places first unless the scenario dictates terrain placement. Players then alternate placing terrain features with each taking a turn placing one terrain feature at a time. Terrain features cannot be placed within 3" of another terrain feature or a table edge with the exception that terrain features may be placed on top of hills.

Since every gaming group has access to different terrain features no hard and fast rules exist on terrain placement. Players must rely on a few guidelines and common sense. Terrain features should remain moderately sized and no larger than 6" across unless mandated by a scenario. A player may place one (1) large terrain feature instead of two (2) moderate ones. Large terrain features may not exceed 12" across. Hills form the only exceptions to the terrain size rules. A hill up to 16" x 16" may be placed and counts as a moderately sized terrain feature.

These scenarios utilize the new winter terrain and hazard rules found on pages 49-52.

Hold Scenarios

Some scenarios require a player to hold a location. A player holds a location if he controls all models within the space described during his maintenance phase. Models engaged in melee combat cannot hold a location. Neither warrior models with CMD stats of 1 or less nor incorporeal models can hold a location.



Victory and Defeat

Each scenario includes rules specifying the victory conditions and turn limits (if any) for that scenario. If a scenario instructs players to calculate victory points at the end of the game award the victory points as described on page 29 of HORDES: Primal. A player gains one (1) additional victory point for each enemy unit left on the table that has lost half or more of its starting number of troops.

Rewards

Each Desperate Times scenario includes a list of scenario rewards. Most of these rewards are bonuses for the victorious player, but some scenarios also grant benefits to players who complete certain objectives, win or lose. Reward descriptions indicate whether the reward must be used in the following scenario or may be used in any one subsequent scenario of the campaign. Players must declare the use of a reward before the start of a scenario and may use multiple rewards during the same game.

Scenario 1, Pit Fight

Two-player game, 500 points

We've all heard the tales of monsters in the hills, but that winter day I witnessed something I'd never imagined possible. The monsters had formed an army.

—Gadwin Millerson, former inhabitant of Axbridge Village

Description

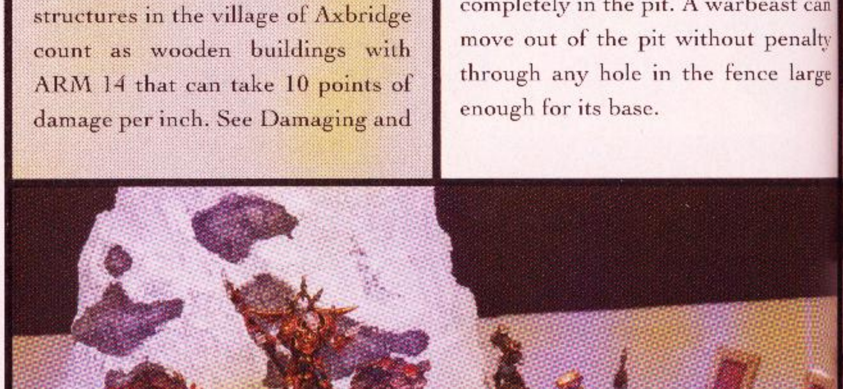
For many years betting on the results of pit fights was a favored sport in the rugged hill town of Axbridge, at the eastern base of the Dragonspire Mountains in northern Cygnar. Rugged trappers and rangers of the town would spend months stalking and capturing wild beasts such as gorax

and trolls and bring them bleeding but alive to set against one another in the fighting pits. Remnant of an ancient if somewhat sordid tradition, the town has at times drawn spectators from Corvis and Point Bourne to witness the savage contests. Now, with the roads choked by snow and hoping to liven up the dull monotony of winter, the town has made the mistake of capturing beasts they should not have touched. They have attracted the attention of heavily armed forces from the wilds eager to reclaim their wayward warbeast. The inhabitants abandoned the village and fled. Too terrified of the attacking forces to bother collecting their belongings, leaving valuable spoils for opportunistic forces come into the region.

Special Rules

Mark off a 6" x 6" square in the center of the board to represent the fighting pit before the start of the game. A wooden fence with ARM12 that can take 5 points of damage per inch surrounds the outer edge of the pit. Unlike a larger structure the fence does not collapse after a certain portion is destroyed and does not leave rubble. The other structures in the village of Axbridge count as wooden buildings with ARM 14 that can take 10 points of damage per inch. See Damaging and Destroying Structures, HORDES: Primal, page 66.

Each player must place a light warbeast in the pit during deployment. The warbeast cannot be forced or transferred damage while completely in the pit. A warbeast can move out of the pit without penalty through any hole in the fence large enough for its base.



Set Up

Players alternate placing two (2) each structure terrain features within 12" of the fighting pit. These structures comprise the village of Axbridge. Players then alternate placing two (2) additional terrain features that may be forest, hill, deep snow, or ice. Deep snow and frozen pond terrain features use the rules presented on pages 49-52.

Beginning

Make a starting roll and deploy according to the rules starting on page 27 of HORDES: Primal.

Victory Conditions

A player wins immediately when the enemy warlock is destroyed or removed from play or his warbeast that starts the game in the pit reaches his table edge.

Rewards

Fresh meat: If a player's warbeast that started the game in the pit is not destroyed or removed from play by the end of the game that player gets a 25-point discount on a single warbeast (to a minimum cost of 0 points) during any one subsequent Desperate Times campaign game.

Tactical Advantage: The player that wins this scenario decides whether to go first or second in "Scenario 2, Raiders." The player who goes first sets up first as usual.

Scenario 2, Raiders
Two-player game, 500 points

> *Conquering a foe is no different from hunting a beast. When victorious a wise hunter will make use of every available resource. Treat the lands of your enemies much as you would treat the body of a fallen Raevhen buffalo.*
>
> *—Terth, Huntsman of the Circle Orboros*

Description

The small mountain Cygnaran Army supply depot called Spinepoint has become the next target for raids from the intruders in this region. Though kept stocked on food and other supplies, the Cygnarns abandoned the depot at the onset of a recent blizzard. While its soldiers make their way to warmer fires at Stonebridge Castle the raiders have come to pillage the structure and bring much needed supplies to their waiting forces. Recently shipped here en route to army forces further south and forgotten amidst the rush to escape the coming storm, a supply of precious Rhulic serricsteel makes this outpost a particularly juicy target.

Special Rules and Set Up

See map. A 4" wide frozen river (see pages 49-52) runs through the middle of the table between the two players. Place the 4" x 6" supply bunker in the middle table 2" from the riverbank. Players alternate placing three (3) each additional forest, hill, structure, ice, or deep snow terrain features. Deep snow terrain features use the rules presented on pages 49-52.

The supply bunker has ARM 20 and can take 20 points of damage per

Victory Conditions

A player scores one (1) scenario point by holding the supply bunker (or the ruins of the supply bunker) as described in the Hold Scenarios section of the campaign rules. The first player to score three (3) scenario points wins the game. (The scenario continues even if one warlock is destroyed or removed from play.)

Rewards

Food stores: The victorious player's army is well-fed and ready for battle. During the first round of "Scenario 3, Imperfect Ambush," all models and units in that army gain +2" of movement.

Serricsteel: The victorious player may select one warrior model/unit to use serricsteel weapons during one subsequent Desperate Times scenario. This model/unit gains +1 on attack and damage rolls during that scenario.

Tactical Advantage: The victorious player is the attacker in "Scenario 3, Imperfect Ambush."

inch. It will collapse when 10" or more of its surface has been destroyed. All other structures are wooden buildings with ARM 14 and can take 10 points of damage per inch. The structures have reinforced doors solid enough to be considered a part of the structures. See Damaging and Destroying Structures, HORDES: Primal, page 66.

Beginning

The player who won "Scenario 1, Pit Fight" chooses which player goes first. The first player gets his choice of deployment zones and takes the first turn. Players deploy their forces up to 10" from the rear table edge of their deployment zone.

Scenario 3, Imperfect Ambush

Two-player game, 500 points

Description

We know the ways of snow and frost, but do not step foolishly. These southern climes are unpredictable. The melting ice can prove as treacherous to us as to our enemies.

—Hyvelos, Vassal leading a contingent of the Archers of Everblight

Scouts have discovered the depot at Spinepoint is attached to an outpost further up the slope used in warmer months to watch over traffic passing along the Dragon's Tongue River. The Cygnarans also temporarily abandoned this location due to the harsh weather. The soldiers feared being trapped if the single, treacherous road should get buried in snow. The unusually heavy snowfall has collected in a precarious heap that could collapse at any moment.

Special Rules and Set Up

Place a hill between 8" – 10" in diameter in the center of the table. Then place a Gun Emplacement on the center of the hill (see pages 49-52). The Gun Emplacement cannot be damaged in any way.

Players alternate placing three (3) each forest, hill, ice, or deep snow terrain features. Terrain features cannot be placed within 3" a deployment area.

Beginning

The attacking player deploys first and takes the first turn. Deploy forces as described on page 27 of HORDES: Primal.

Victory Conditions

A player holds the Gun Emplacement by having one or more models of his in base-to-base contact with the gun and no enemy models in base-to-base contact with the gun. A player scores one (1) scenario point by holding the Gun Emplacement during his maintenance phase. The first player to score three (3) scenario points wins the game. (The scenario continues even if one warlock is destroyed or removed from play.)

Rewards

Scouts: The victorious army routs its enemy and surveys the surrounding area before the next battle. During "Scenario 4, Home Fires," The winning player may place one additional terrain feature.

Tactical Advantage: Tally the victories for the first three scenarios of the Desperate Times mini-campaign. The player with the greater number of wins is the attacker in "Scenario 4, Home Fires."

Scenario 4, Home Fires

Two-player game, 500 points

Description

Tis one thing to witness the Kriel warriors return home beaten and bloody. Tis another thing entirely to see females and young die in their huts on a stranger's blade. I pray that Dhunia destroy these evildoers with the merciless efficiency with which they struck down my kin.

—Niolor, midwife of the Trollkin Lorgash Kriel

As winter deepens armies have returned to mountain holds with captured supplies and prepared their defenses to repel invaders. Invaders have encircled the homes of the dug in defenders who stand determined to inflict a heavy price in blood for every inch gained.

Special Rules and Set Up

The defending player places four (4) structures on his side of the table before the start of the game. The buildings are the defender's holds and count as stone buildings with ARM 18 that can take 10 points of damage per inch. See Damaging and Destroying Structures, HORDES: Primal, page 66.

If an attacking model damages one of the structures comprising the defending player's holds the nearest model/unit in the defending army is filled with a desire for vengeance. The model/unit gains +1 STR and +1 ARM for one round. A model/unit may only be affected by this ability once per round.

Players alternate placing three (3) additional forest, hill, deep snow, or ice terrain features each. These terrain features cannot be placed within 3" of the opponent's deployment zone, in addition to normal restrictions. Deep snow and frozen pond terrain features use the rules presented on pages 49-52.

Beginning

The defending player deploys first and takes the first turn.

Victory Conditions

The defending player wins if the attacker's warlock is destroyed or removed from play.

The attacking player wins if he destroys all four (4) buildings comprising the defender's holds.

Rewards

Victory Spoils: If the attacking player wins "Scenario 4, Home Fires," that player gains an additional 50 points to spend in "Scenario 5, Retribution."

Cry of Vengeance: If the defending player wins "Scenario 4, Home Fires," that player's models gain +1 STR and +1 ARM for the first two (2) rounds of "Scenario 5, Retribution."

Tactical Advantage: The victorious player selects whether to go first or second in "Scenario 5, Retribution." The player who goes first sets up first as usual.

Scenario 5, Retribution

Two-player game, 500 points

They have driven us this far. No farther. They have burned our homes and slaughtered our people. No more. It ends today. Today we reap a harvest of their blood. Today we break their bodies and scatter their people. Today we make sacrifices of their beating hearts and send their souls screaming to the Wurm

—Volgorth, Tharn Beast Lord

Description

Whether for vengeance or domination blood will flow freely today on the fields of battle. Two savage armies array against one another to determine the future of their people in the wars across Western Immoren.

Special Rules

Deep now covers the battlefield (see pages 49-52). Great, white flakes mingle with battle cries in the sky overhead. Models suffer -1 on ranged and magic attack rolls when targeting models greater than 5" away.

Set Up

Players alternate placing four (4) terrain features each that may be forest, hill, ice, or naturally occurring obstruction terrain features such as rock formations. No structures with an ARM value are used in "Scenario 5, Retribution."

Beginning

The victorious player from "Scenario 4, Home Fires" chooses to take the first turn or the second turn. The first player gets his choice of table edge and takes the first turn.

Victory Conditions

A player wins when his opponent's last warlock has been destroyed or removed from play.

Rewards

Fight Another Day: Their victories assure the winning faction's survival through the harsh winter to fight many great battles in the future.

Desperate Times Variant

Escalating Conflict

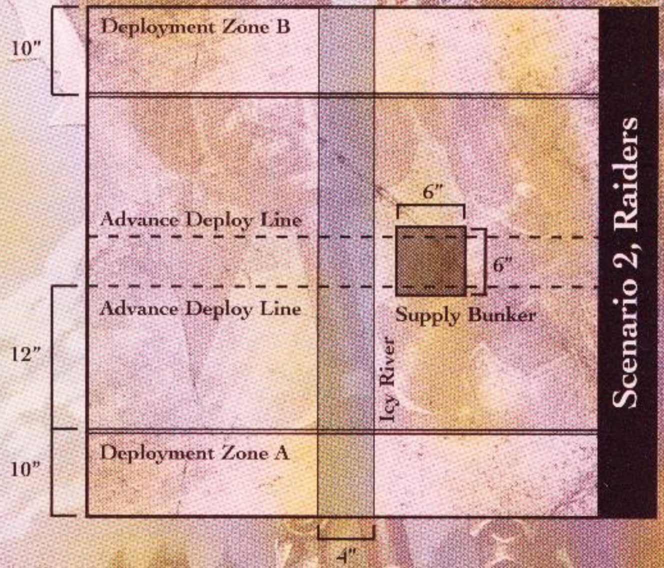
The Escalating Conflict campaign variant shows the progression of small-scale skirmishes into full-scale war. This variation alters the game sizes as follows:

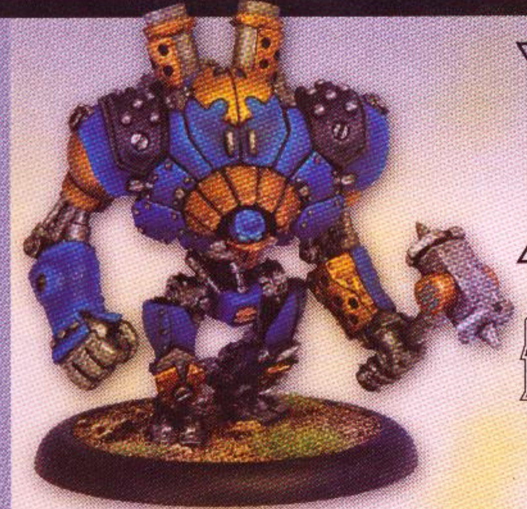
Scenario 1-2:
500 points

Scenario 3-4:
750 points

Scenario 5:
1000 points

DESPERATE TIMES


Deployment Zone B
10"
6"
Advance Deploy Line
6"
Advance Deploy Line
Supply Bunker
12"
Icy River
Deployment Zone A
10"
4"
Scenario 2, Raiders



MODELING AND PAINTING

By **Mike McVey**, Miniatures Director, Privateer Press

FORMULA P3
A CLOSER LOOK

In the last issue of No Quarter Magazine we took a brief look at the Formula P3 range, and I told you what I thought was great about it. This month I put my money where my mouth is and demonstrate some of these qualities. I will start with the absolute basics and explain some of the decisions that we made in the design of this product, and how we in the Privateer Press studio approach painting our miniatures to get the best from Formula P3.

FORMULA P3 101

Let us start from the outside and work in. The element that has caused more controversy than anything else since we announced the Formula P3 line is the design of the pot. Why a flip-top rather than a dropper bottle? For me it's simple: because I find them easier to use. We'll start with a simple guide on how we use.

Here's how we use them when we paint our miniatures. Give the pot a quick shake before you open it. This does two things. Firstly, it gets rid of any minor separation, though this is not really a problem even when you have not used them for a while. The most I ever shake a pot is a couple times and I have never found the need for "agitators". The exception here is metallic paint. There is just no way of keeping the metallic flake in suspension without making the paint really unpleasantly thick, so you will have to shake it every time you start a painting session. Secondly, shaking loads a little paint into the lid and this makes getting paint out of the pot an easy process. Just flip the lid open about 45 degrees and dip your brush into the little "tongue" attached to the lid. Any excess paint on the lid can now flow back down into the pot.

FIND MORE MODELING AND PAINTING TIPS AT WWW.BRUSHTHRALLS.COM

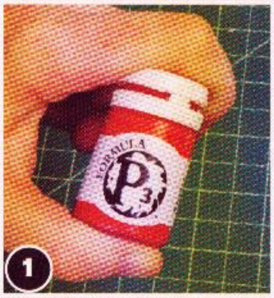
One important tip with this pot design is to make sure you keep the inside of the pot lid clean and relatively free from paint. This ensures that the seal remains intact and the paint doesn't dry out. Keep the lids clean and the paint will last for a long time; years in fact.

What you use for a palette is really a matter of preference. In the studio, we generally like to use sheets of plastic card (available from any modelling store—especially train stores). These are cheap, last a long time (you can just continue mixing over the dried paint), and are large enough to allow you to move the paint around and mix colors. The advantage plastic card has over old plates or ceramic tiles (which some people like to use) is that the dried paint can't flake off the surface if worked over. Then you don't get little flakes in your wet paint.

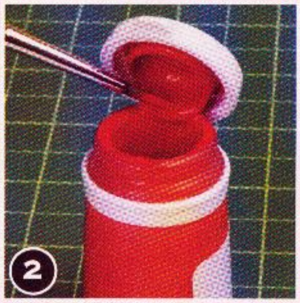
You should add a little water to thin out the paint once you have it on the palette. Not too much or you will lose P3's great coverage. Just enough to let it flow out freely without leaving brush marks. Once the bristles are loaded up with paint (not a lot or it will start to damage the brush), you should carefully drag the point across the palette while twisting it at the same time. This both removes excess paint from the bristles and forms them into a better point.

The photos in this section are a stage by stage guide on the absolute basics of painting — how to transfer the paint from the pot to the palette and load the brush for painting. This is all done with the same brush — if you every feel that the paint is starting to dry and build up on the bristles, just wash it out and continue as normal. Highlight and shade colours are added to the base colour on the palette before being applied to the miniature.

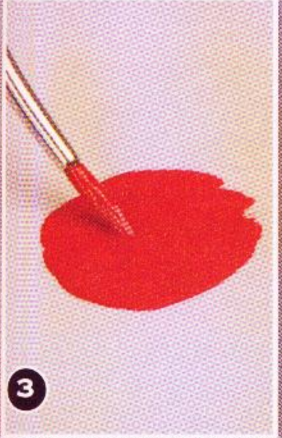
The is an example of the shade and highlight colours that you would use for a colour — in this case the base coat is Khador Red Base



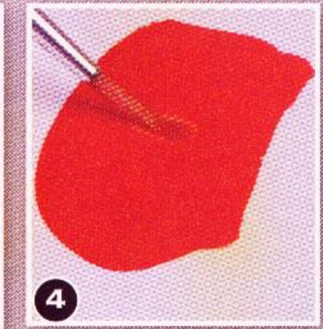
Hold the pot firmly between fingers and thumb, and give a couple of vigorous shakes. This mixes the paint and gets some paint into the lid



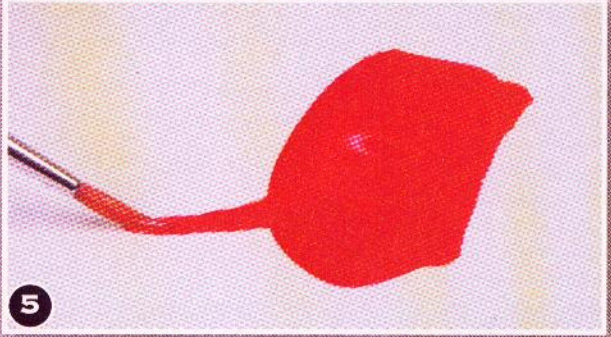
Carefully dip the tip of the brush into the paint in the lid. Do not overload the bristles.



Add the paint to the palette



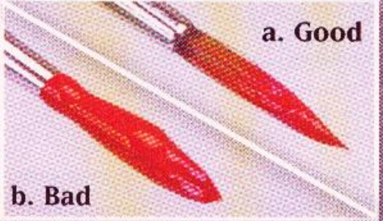
Dip the brush into your water pot and clean the paint from the bristles. Then add water to the paint on the palette so that it flows out smoothly, but is not too dilute.



Pull the tip of the brush across the palette, while twisting at the same time. The removes excess paint and puts a good point on the brush.

Adding a little deeper colour to the paint on the palette gives a shade tone — add more for deeper shades.

Adding a little lighter colour to the paint on the palette gives highlight tones — add more for lighter tones.



a. The paint should come no more than three-quarters of the way up the bristles.
b. If you load too much paint onto the bristles, you will quickly ruin the brush.

NOW YOU ARE READY TO APPLY THE PAINT TO THE MINIATURE!

Mixing It Up

Formula P3 is designed to be mixed. Even the colors provided in base and highlight versions are not supposed to be used straight from the pot, the differences in color are just too great. Providing Cygnar Blue in tones close enough to use together without mixing would have removed all the options. By producing more distinct colors, it gives you the opportunity to create subtle changes in shade between them. People can get nervous about mixing their highlight and shade colors, but it is really easy. Just add either a lighter or deeper tone to the base color on your palette. This is another good thing about using a palette that allows you to spread the paint out and see what you're doing. It makes it easier to get the shade you want. If you add too much of the highlight or shade color, just mix in a little of the base color to bring it back to where you want. This is a great way to "learn" color mixing. If you use exact formulas (two drops of this, three drops of that), you very rarely have to look at the mix on your palette to figure out what you need to add to get the shade you want. Do not get me wrong. There is nothing wrong with having a particular formula for colors. It is a great way to replicate exact mixes for a unit,

Base Coat	Shade	Highlight	Further Highlight
Rhulic Gold	Thamar Black		
Pig Iron	Battlefield Brown		
Midlund Flesh	Bloodstone	Menoth White Highlight	Morrow White
Bootstrap Leather	Battlefield Brown	Rucksack Tan	Menoth White Base
Thamar Black		Arcane Blue	Menoth White Base
Morrow White	Ironhull Grey		
Base Blue	Exile Blue	Cygnar Blue Highlight	Morrow White
Highlight Blue	Cygnar Blue Base	Morrow White	
Ironhull Grey	Thamar Black	Morrow White	
Rucksack Tan	Bootstrap Brown	Menoth White Base	Menoth White Highlight
Arcane Blue		Morrow White	
Cygnus Yellow	Rucksack Tan	Morrow White	
Sanguine Base		Sanguine Highlight	Menoth White Base
Sanguine Highlight	Saguine Base	Menoth White Base	
Menoth White Base	Rucksack Tan	Menoth White Highlight	Morrow White
Menoth White Highlight	Menoth White Base	Morrow White	
Bloodstone	Cygnar Blue Base	Rucksack Tan	Menoth White Base
Heartfire	Khador Red Base	Cygnus Yellow	Morrow White
Red Base	Saguine Base	Khador Red Highlight	Cygnus Yellow and Morrow White
Red Highlight	Khador Red Base	Cygnus Yellow and Morrow White	
Greatcoat Grey	Thamar Black	Morrow White	
Thornwood Green	Battlefield Brown	Rucksack Tan	Menoth White Base
Battlefield Brown	Exile Blue	Gun Corps Brown	Rucksack Tan
Khardic Flesh	Bloodstone	Midlund Flesh	Morrow White
Bane Base	Thamar Black	Bane Highlight	Menoth White Base
Bane Highlight	Bane Base	Thrall Flesh	Menoth White Highlight
'Jack Bone	Gun Corps Brown	Menoth White Highlight	Morrow White
Necrotite Green		Morrow White	
Blighted Gold	Thamar Black		
Thrall Flesh	Bastion Grey	Morrow White	
Traitor Green	Battledress Green	Hammerfall Khaki	Menoth White Base
Battledress Green	Battlefield Brown	Jack Bone	Menoth White Base
Hammerfall Kharki	Gun Corps Brown	Menoth White Highlight	
Gun Corps Brown	Battlefield Brown	Hammerfall Khaki	Menoth White Highlight
Exile Blue	Thamar Black	Morrow White	
Bastion Grey	Battlefield Brown	Menoth White Base	Menoth White Highlight

This chart gives you highlight and shade tones for all the paints in the first 36 colours of the P3 line. As more colors are released we will provide additional charts with more and sometimes better options.

time after time. But if you learn how to mix colors from scratch, it will really serve you well.

We have provided a color-mixing chart in this article that shows you what colors to combine to create shade and highlight tones. This is by no means exhaustive though, and some really great effects can be discovered through experimentation. We will keep on publishing mixing information, and this chart will be revised and expanded when the rest of the Formula P3 range is released and there are more options.

TAKING IT FURTHER

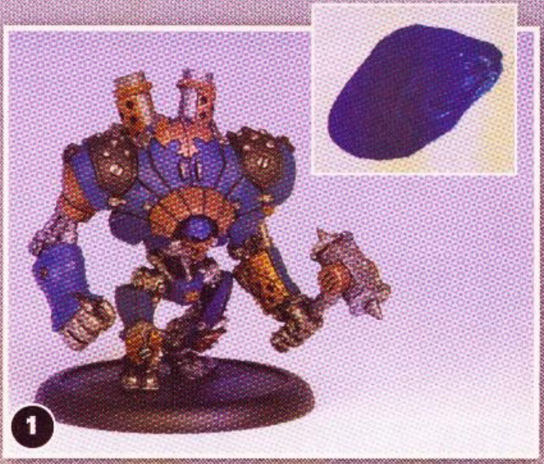
Formula P3 has a number of features which make it different from other paint lines. All of these are good things and can be used to your advantage. The slightly extended drying time is one that people may have a little trouble getting used to, but to my mind it's a huge advantage for several reasons. The first is that the paint will stay wet on the palette longer. This means you use less paint and, more importantly, you gain more time to mix highlight and shade tones. If you start with the right quantity of paint on the palette (and you do not over-thin it) you can just keep drawing from that reservoir as you add the highlight and shade tones. That means you do not have to keep starting from scratch with the color mixes. Put enough base color on your palette and you can add the lighter tone into that for your first highlight; then more for the second, and the third, and so on right up to the final highlight.

The drying time is not so long as to keep you hanging around, waiting for it to dry. P3 is still acrylic paint and it still dries quickly. Just give it a quick blast under a hair drier if you want to speed it up. I always have one around my painting desk but, to be honest, the only time I ever use it is to dry washes. The rest of the time it is really not a concern.

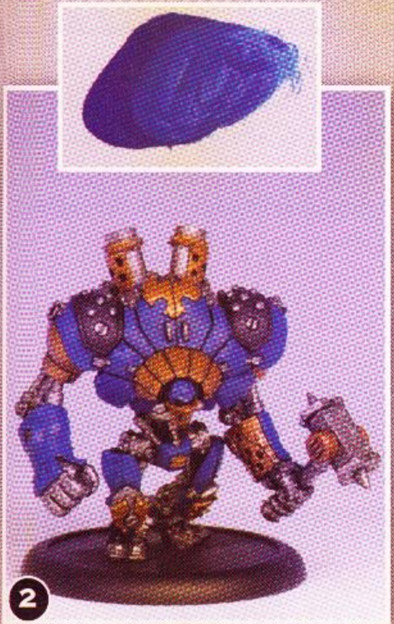
The slightly longer drying time also means that these paints blend far more easily than other paints. I will not get into the

P3
Cygnar Blue Base
Cygnar Blue Highlight
Morrow White

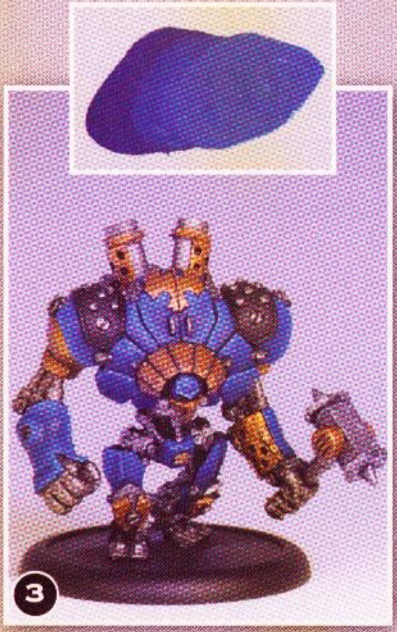
These are the three colours that were used to paint the Ironclad. It was Base coated with Cygnar Blue Base and highlighted by first adding Cygnar Blue Highlight and then Morrow White



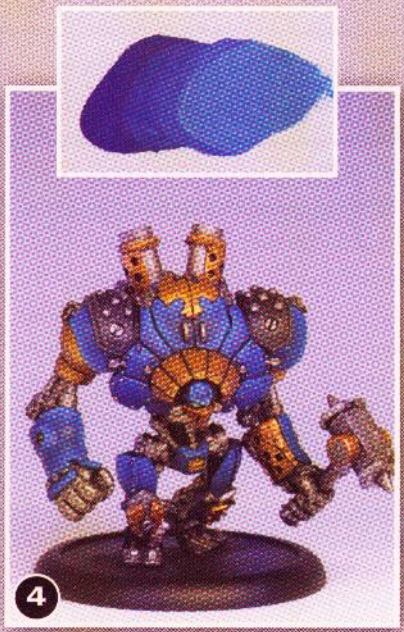
The Ironclad was first given a coat of Cygnar Blue Base



The first highlight was created by adding a little Cygnar Blue Highlight to the base colour on the palette.



More Cygnar Blue Highlight was added to the mix on the palette, for the next level of highlighting.



Morrow White is added to the mix for the final highlights.

mechanics of blending here. We just do not have room this month. That is for another article when we look at some of the more advanced techniques for which you can use Formula P3.

I mentioned before that Formula P3 has a very slightly satin finish (caused by the higher than normal pigment loading). Personally I like the finish it gives. A dead matte has a tendency to kill the colors but I know that some people prefer a flatter effect. You can easily achieve this by adding a drop of acrylic matte medium or varnish into the mix, making it come out dead flat. The other thing to do is use a flat varnish (such as Testors Dull Coat) when you finish and it will get rid of any slight sheen. Formula P3 is slightly more hard-wearing than a dead matte paint though, and less likely to come off with handling.

Formula P3 is built around a liquid pigment. This means that the paints can be thinned-out as much as you like without separating or becoming grainy (as happens with powder pigment based paints). This makes it great for washes, especially when mixed with inks, which the P3 line will include. It also means that it goes on really smoothly without any chalky finish.

I hope I managed to explain the qualities of Formula P3 a little better. In the next issue we will take an even more in-depth look, including how to use P3 for advanced techniques such as blending and glazing.

GUTS & GEARS

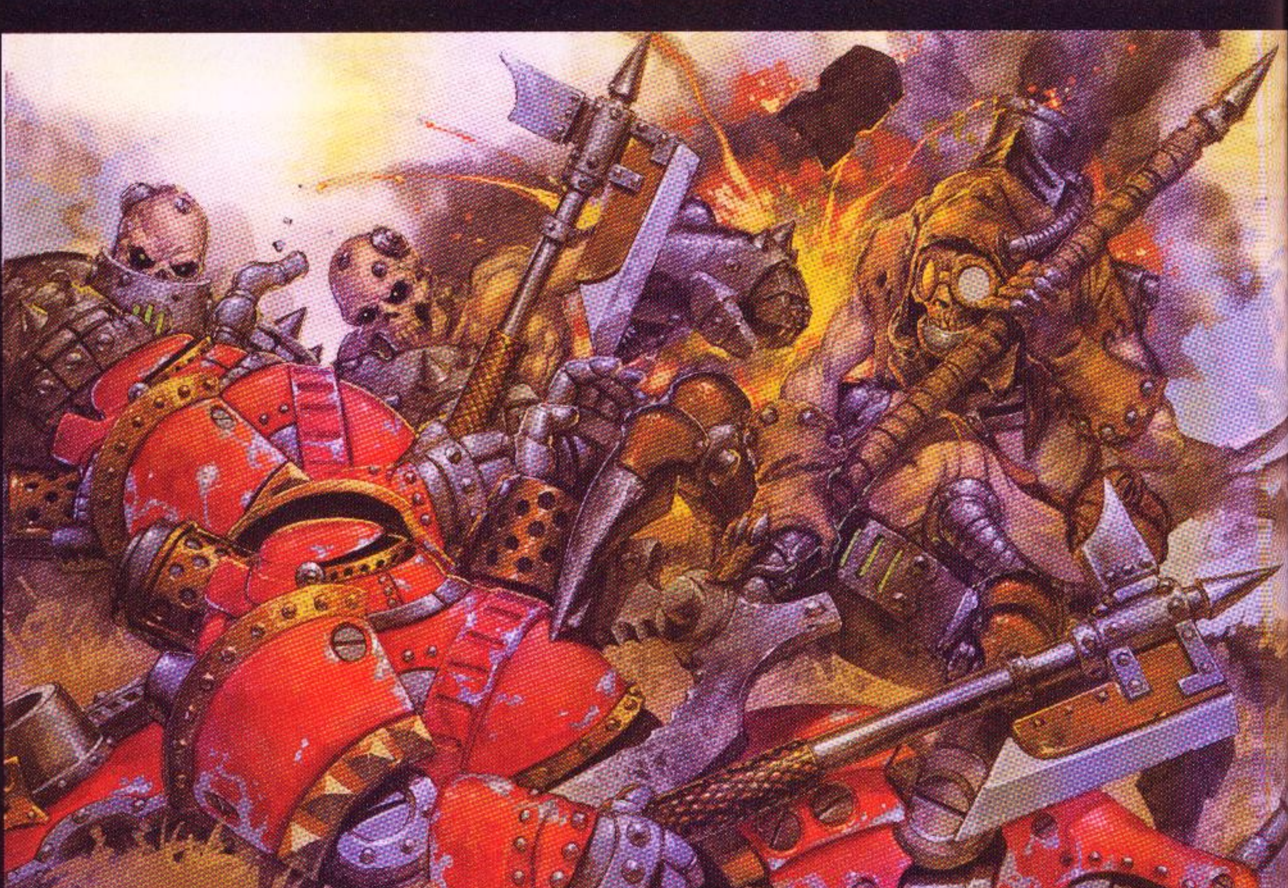
THE BEASTS AND MACHINES OF THE IRON KINGDOMS

Written by **Rob Baxter** • **Art by John Gravato, Brian Snoddy, and Kieran Yanner**

MECHANITHRALL AND SCRAP THRALL

The undead legions of Cryx are a menagerie of shambling abominations. These mockeries of humanity have their necrotized flesh bolstered by science and arcane art that grants them the power to deliver bone-crushing, pneumatic death. Driven by the necromantic potency of thrall runes, the most ancient of their ilk are insanely powerful, The Skarlock is an undead servitor imbued with an unnatural cunning, potent sorcerous powers, and a will to do all life harm. The bane thrall and the Bane Knight possess a cool and eager malevolence and a darkness that nestles within their husks. With their keen axes and halberds they relish ending life, snuffing out hope, and crushing the enemies of the Blighted Isle.

The power of greater thralls cannot be squandered, so their lesser kin are committed to battle to gnaw at the enemy before the more powerful undead terrors can rip into the living. Lurching corpses infested with pistons,



steam engines mounted crudely on their backs, arrays of pipe coiled about their limbs, and clockwork hearts pumping black ichor through the tubing that serves as their veins make up the vast ranks of the Dragonfather's armies. Thralls are feared both as tenacious combatants and because any soldier that falls at their hands stands a good chance of becoming material for another repugnant servant to the will of Toruk's Lich Lords. No pious man of Morrow or Menoth wishes to be clay for a necrosurgeons craft.

Cryx has always had thrall armies. But the current trend toward mechanikally enhanced thrall soldiers started after the destruction of Drer Drakkerung circa 201 AR. Thrall rites are arcane, and the more powerful rites required time and resources that the Dragonfather's armies did not have at the time. The vast casualties during the battle with the Orgoth depleted almost all of the Cryxian supply of war ready thralls. This Cryx to adapt a method of rapidly supplying their ranks with sturdy war worthy undead creations.

The undead inhabitants of Cryx have created necro-technological horrors for nearly two millennia. Amongst the most powerful of these are the Lich Lords, created near the inception of the Nightmare Empire through methods obscured by ritual and mystery. The necro-technology used in the production of modern thralls is but a mere shade of that occult art. The true technological development represented by the modern thrall is the amalgamation of simple thrall runes with integrated mechanikal weapon systems and augmentations. Creating thralls through sheer necromancy—thrall runes—can craft incredibly powerful undead creatures. Undead horrors incorporating mechanikal prosthesis as weapons require only simple thrall runes for animation. This means the production for mechanikal thralls is comparatively fast and relatively simple, and thus perfect for a standing war effort.

Necrotechs and surgeons began to mechanikally enhance thralls to cut production times. Necrotechs happily reinforce dead flesh and bone with metal plates and rods. Mechanikal augmentations might include a boiler power a piston fist, skulls and spines anchored to pneumatics, and conduits that provide the fluids to keep the flesh supple and able to move. The runes required to perform these tasks require much more time to ensorcell upon the putrefying flesh of any thrall worthy corpse. The metal parts, sinew, and mechanikal improvements can hold a corpse together efficiently. Runes typically used to forge dead flesh into a mighty engine of hatred are not necessary for these crude creations.

The undead inhabitants of Cryx have created necro-technological horrors for nearly two millennia.

Necrotechs provide the necessary technology to create more of these unnatural creatures. Necrosurgeons, skilled beyond measure in the arts of suture and stitch, can assemble any monstrosity. Together they have constructed a mind-boggling array of corpse-soldiers that read like the inventory of some twisted menagerie. The most commonly seen of these are mechanithralls.

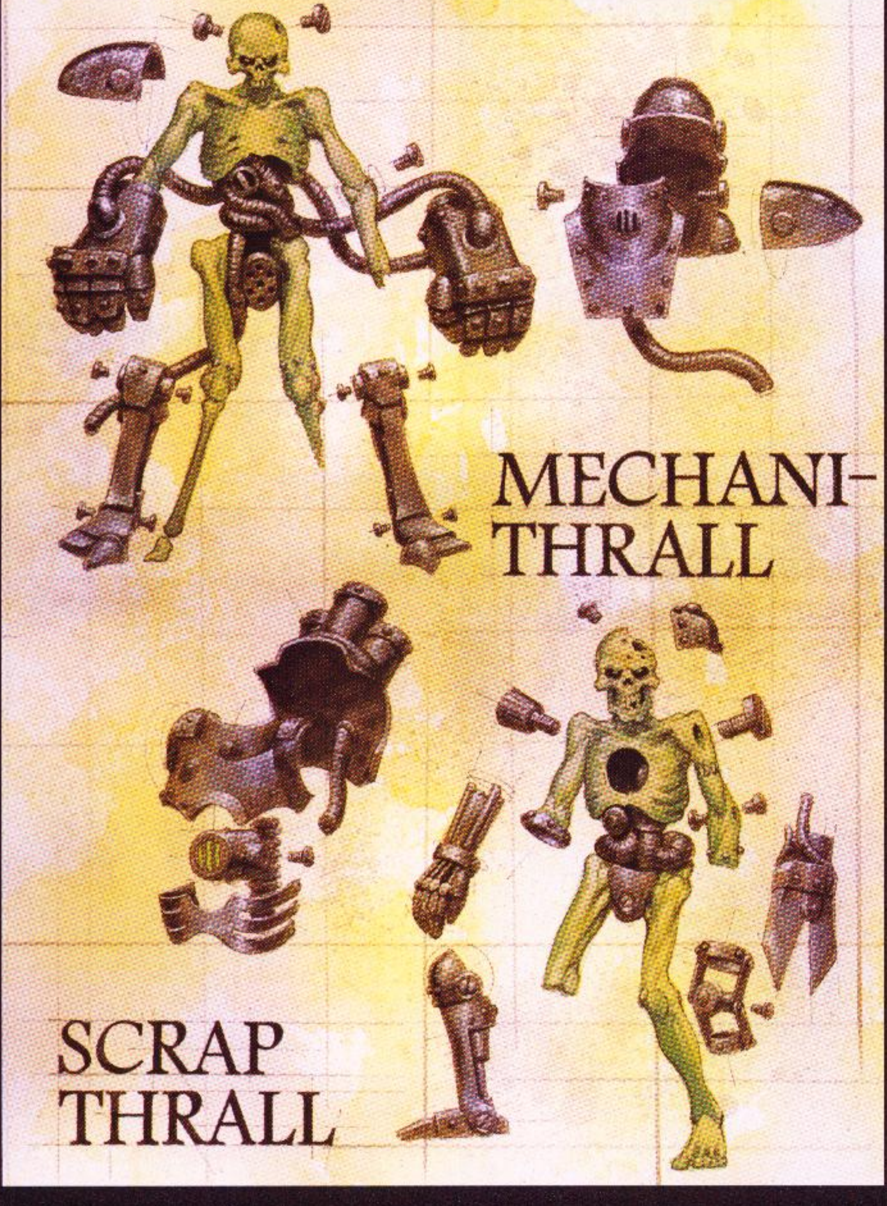
The mechanithralls are a blend of mechanika and desiccated flesh marked with the thrall runes necessary to "breathe" the fire of unlife into the leathery corpus. A powerful boiler and a clockwork heart pumping a pungent slurry of fluids through its carcass further augment the creature's anatomy. Flexible piping made from copper and sinew link the boiler the creature's durable metallic arms and provide pneumatic pressure to serve as rams to pummel and tear through armor plating and flesh effortlessly. Far too many sons of Cygnar and Khador have become one of these unutterable servants of the Dragonfather's will.

Since Cryx took its first decisive steps onto Cygnar's shores the myriad variety of thralls appearing has become a daunting indication of the industrious nature of the necrotechs and the flesh crafting mastery of the nercosurgeons. While the mechanithrall serves as the vicious foot soldier of Cryxian armies, the Brute Thrall has become much more prevalent in recent battles. When striding into combat beside its lesser mechanithrall brethren this creation has become another hallmark of Cryxian necro-technology and flesh craft.

The Brute Thrall has an immense body manufactured from the remains of a trollkin or ogrun that supports a powerful anatomy of necro-technological improvements. The creature is fused with a necrotite boiler and imbued with astonishing strength capable of wrenching a warjack's arms free from its chassis. Brute Thralls can withstand incredible amounts of damage, and are true success for the necrosurgeons.

Both the bloat and bile thrall are more specialized creations of necro-technology. Arcane craft provide their motive energy and focused malevolence, yet their weapon systems are a unique mixture of mechanikal systems and undead reflex. Skilled necrosurgeons craft their bodies, but the installation of their weaponry falls entirely in the realm of the necrotechs. The living loathe them and fear them more than most of the Cryxian thralls simply for the devastation their self-destruction can trigger.

The necrotech's ability to maintain and quickly repair Cryxian forces proved too useful to keep them away from the battlefield. These creatures are undead beings of immense intelligence and cunning with bodies mechanikally altered to aid them in their work and ensure their survival amongst the ecology of cruelty that is Cryxian society. The cabals of necrotechs serving to repair helljacks and bonejacks in the battlefield created a stopgap servitor to aid them in combat. Lacking skill with blade or blunderbuss the necrotechs wisely decided to develop an undead creature that would willingly sacrifice itself. Out of the ruins of warjacks and the scoured bones of the dead was born the scrap thrall.



Scrap thralls are composed of ittle more than spare parts and bones driven by a simple necrotite chamber that holds a pressurized mixture of necrotite and naphtha. This makes scrap thralls incredibly unstable bombs guided by a seething hatred for the living. Even the slightest damage will detonate one of these clumsy, shambling wrecks, and the resulting boiler detonation is devastating. Necrotechs often rapidly assemble these "demi-thralls" from the ruins of warjacks and troops on the battlefield and send them off hurley-burley into the fray to explode upon contact with anything that might potentially find the necrotech's path.

The necrosurgeons are subtler creatures and favor the use of the diminutive stitch-thrall to bring corpses to them in the heat of battle. Necrosurgeons craft stitch thralls to act as fetching dogs, assistants, and occasionally spare parts. These agile and diminutive thralls are more flesh than mechanika and sinew and arcane craft hold them together. When forced onto the battlefield a necrosurgeon will often bring an entourage of these creatures. Each of them heaves a sack filled with arms, pipes, parts, and the materials necessary to stitch some gruesome creation together from its gory constituents.

Soulhunters rank among the most versatile of the mechanika bolstered Cryxian thralls. These morbid, centaur-like creatures are a triumph of the necrotech craft. Thrall runes imbue them with a preternatural cunning and a perverse desire to shred the life from any creature that draws breath. Pistons and coils grant them an almost supernatural strength. They possess an improbable grace for such dire creations. Soulhunters are the equal of many of the most powerful thralls, and a true testament to the power and fear a creature of undeath can command when augmented by the dark arts of Cryxian engineers.

Scrap Thrall

Medium Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 16 (+6 natural), touch 10, flat footed 16

Base Attack / Grapple: +1 / +3

Attack: Claw +3 melee (1d4+2)

Full Attack: 2 claws +3 melee (1d4+2)

Space/Reach: 5 ft. / 5ft.

Special Attacks: Improved Grab, Death Burst 4d6

Special Qualities: +1 turn resistance, darkvision 60 ft., undead traits, unstable

Saves: Fort +0 , Ref +0 , Will +2

Abilities: Str 14, Dex 10, Con –, Int –, Wis 8, Cha 1

Skills: None

Feats: Toughness

Environment: Any land and underground

Organization: Any

Challenge Rating: 2

Alignment: Always Neutral Evil

Advancement: None

Level Adjustment: –

***This shambling wreck** resembles a humanoid pile of spare parts and weathered bone. A steaming smokestack rests embedded in its spine. As it turns to face you its engines hiss and it trembles as if ready to charge.*

Scrap thralls are little more than spare parts from a fallen 'jack slapped together and animated as a shambling delivery vehicle for necrotite powered bombs. These ramshackle undead are just as likely to detonate when a wayward bullet or arrow strikes them as when they accomplish their final mission. Their only true goal is to clutch an opponent long enough to explode in a shower of bone, metal, and bloody flesh.

COMBAT

Scrap thralls are unrelenting in their attempts to grab and hold on to an enemy in order to detonate. While they may make melee attacks as an attack of opportunity, they prefer to use their improved grab to initiate a grapple and explode as soon as they have their opponent immobilized.

IMPROVED GRAB (EX)

If the scrap thrall hits an opponent of equal size or smaller with a melee attack it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

DEATH BURST (EX)

The scrap thrall may take an immediate action to detonate in a burst of steam, naphtha, and necrotite. A grappled opponent takes 4d6 points of damage (no saving throw) from the blast. All those within a 10 foot radius must make a DC 14 Reflex saving throw (half) or take the same amount of damage.

UNSTABLE (EX)

When the scrap thrall takes more than half of its original hit point total in damage from a single hit it immediately explodes. Anything within a 10 foot radius of the scrap thrall suffers the effects of its death burst ability.

THE SKORNE TITAN

The men who dwell in western Immoren often forget that their nations occupy merely a sliver of a greater continent. The lands of men stretch from the frosted peaks of the Shard Spires to the searing sands of Icthier, but far more lies to the east than any explorer might dream possible or imagine in their darkest nightmares. From those eastern realms the skorne have come. Traversing the hazardous wastelands of the Bloodstone Marches and testing the defenses of Cygnar, the skorne press the weight of their armies upon lands held for millennia by a people they regard with vindictive eyes and dispassionate temper. The skorne wage war mercilessly and relentlessly by habits developed over millennia of clannish infighting and deadly rivalries in their own society. Amongst their weapons towers a mighty creature that lives without fear. The titans are a vanguard of muscle and tusk, as powerful as a warjack at full steam, tempered by the ministrations of the skorne paingivers, and capable of shredding anything in their path.

The paingiver Morkaash first tamed the titans to do his bidding. The father of the paingivers lived amongst the savannahs of what would become the Skorne Empire while testing his mastery of anguish and the ways of suffering flesh. On his path to seek the sublime enlightenment of pain he discovered the means to mastering the flesh of beasts through exertion of will and the liberal use of torture to discipline their weak minds. In time he mastered the beasts so thoroughly that they would do anything, even die for him, should he will it of them. Through him the titans became animals bent to the will of the skorne and loyal servants of their betters. The beasts soon trained to serve as living rams and reapers of Morkaash's enemies. Through them Morkaash became feared and respected. It is easy to understand why.

The titan is a mighty creature with four arms, immense height, and a calm and measured natural temper. A titan in its native environment is curious and sedate, but when goaded to anger their demeanor becomes a brutal tempest of might and violence. A mature bull typically equals the mass of a steamjack and the pachyderm's thick hide can turn bolt, bullet, or spear away without much notice. Beyond the augmentations with which the skorne bedeck them, the titans posses considerable natural armaments. Mature bulls have sharp curved tusks easily eight feet in length. Their primary limbs, the bulky upper arms, are muscled by training and toil. The hands have thick, hammer-like fingers that can wrap clean around the torso of a cyclops. The considerable strength of those hands can crush steel or iron without pause.

The second set of arms serves as slightly more dexterous companions to the primary arms above. These secondary limbs are only slightly smaller than the larger set and posses considerable power. Their awkward positioning, however, leads the skorne refer to them as *lakaashar*, a term meaning wasted strength.

The skorne take immense care in thoroughly shaping the

Skorne Conditioned TItans

Initial Date of Service: 4,100 BR (Gladiators); 400 AR (Cannoneers)

Height: 12-15'

Weight (wild): 5,000-9,000 lbs.

Weight (Gladiator): 6,600-9,600 lbs (armor weight 600 lbs.)

Weight (Cannoneer): 6,300-8,300 lbs (armor weight 400 lbs., cannon weight 900 lbs.)

Diet: Herbivorous. Primarily grasses supplemented by roots, leaves, bark, frui and seeds; skorne have developed an effective and more compact feed blend, only slightly compromising the health of the titan.

Food Consumption (wild): 300-400 lbs each day

Food Consumption (captive): "200 lbs each day

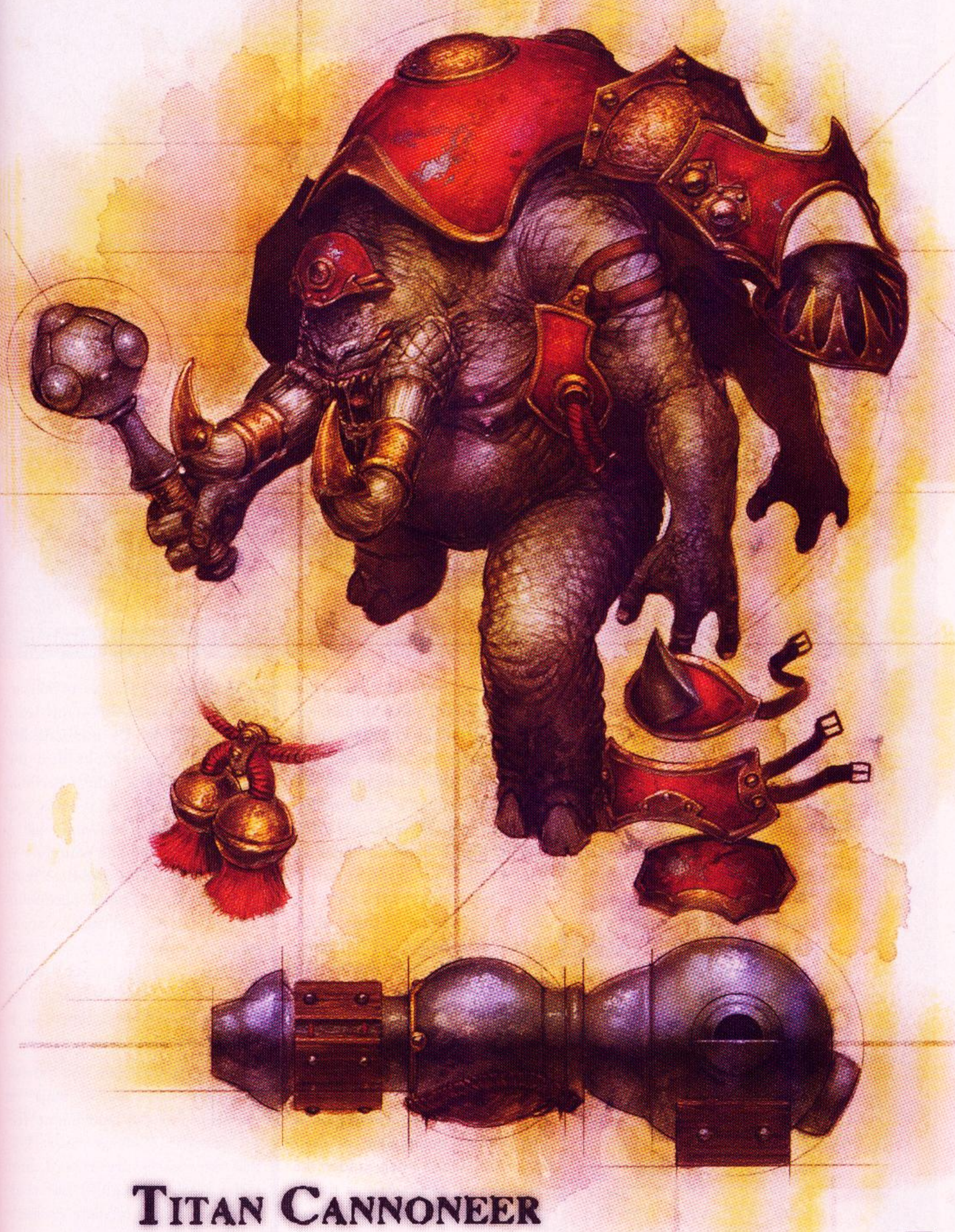
Average Lifespan (wild): 90 years

Average Lifespan (captive): 50 years (many live even shorter lives; eliminated when considered a burden on their hous

Maturation: 10 years (see below)

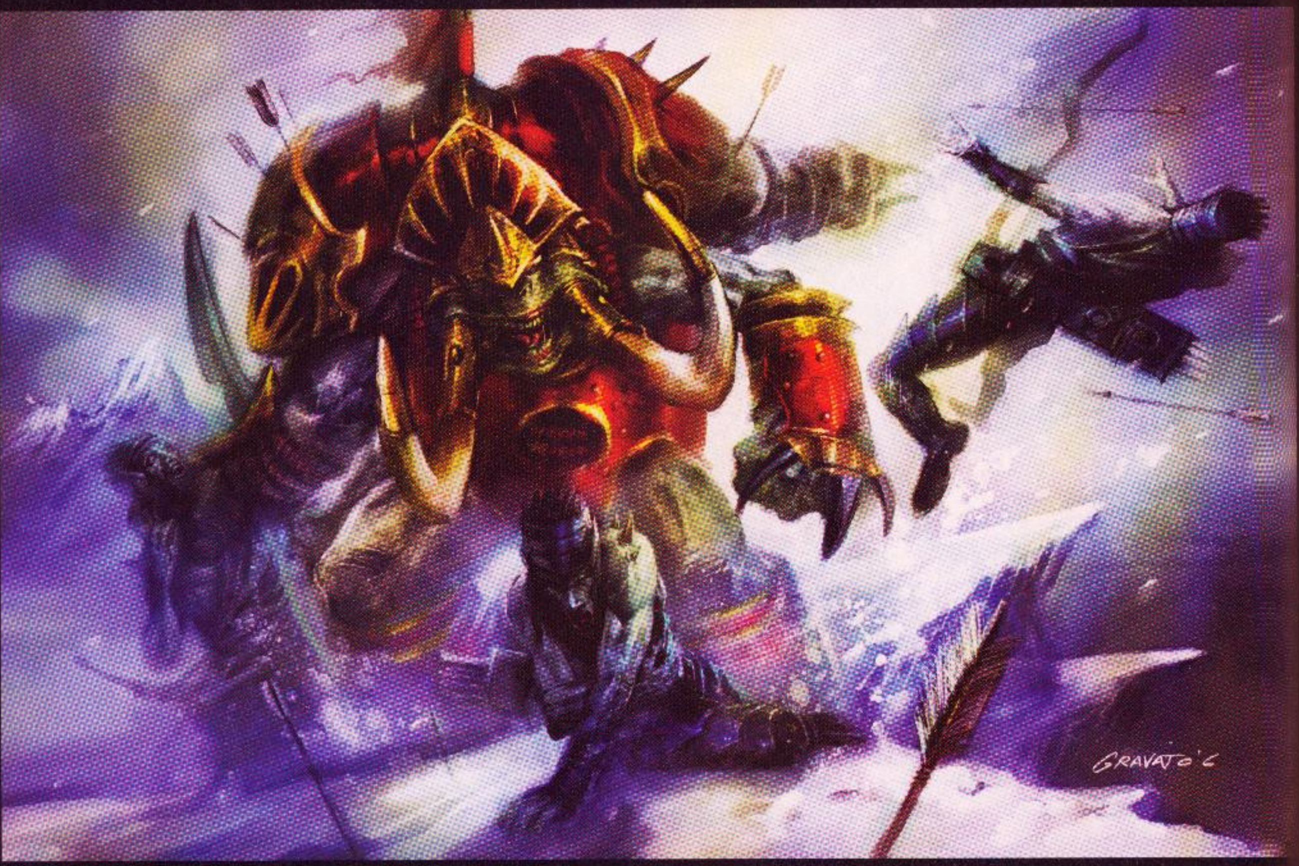
Conditioning Notes: Skorne conditionin maintains titans in fighting shape and constant battle readiness, and conditioned titans are considerably slimmer than wild counterparts. On average, Cannoneers are smaller than gladiators, but carry a heavier load due t the weight of the cannon and ammunitio

Pain hooks, drugs, and grueling exercise keeps male gladiators in an unnatural state of semi-adolescence. Males and females are equally responsive to gladiator conditioning, but females are preferred for Cannoneer training for thei superior manual dexterity.



TITAN CANNONEER

THE SKORNE TITAN



almost peaceful psyche of the titan into a bellicose state. Rogue titans, driven mad by separation from their herds, have sometimes erupted in a frenzy of madness. The skorne have learned to capture only the young bull calves of a herd every second year. Some houses possess two or three herds so that they might tame a number of titans each year. Some of the mightier houses such as Balaash have up to two score herds and they can tame as many as a dozen bull calves a year.

A recently captured titan is kept docile with a powerful lethargic called *Amkrashaar*. While under the influence of this drug a titan is merely a gigantic lump of flesh, unwilling to do more than eat when hungry, defecate, and sleep. The drug is reserved primarily for when titan calves are about to undergo the ritual paingivers refer to as *angshak-urkai* or battle scarring. Otherwise the strength of the titan is too valuable a commodity to waste. Houses commonly make use of titans between times of war to labor for tasks requiring their tremendous strength such as working alongside other great beasts to leverage heavy stones into position on constructed fortifications.

Each paingiver vigilantly readies his war beast with the surgical precision reserved for an important prisoner who must be kept intact but for whom pain is the primary component of their existence. Once safely under the influence of *Amkrashaar*, a titan's upper layers of flesh are slit along lines exposing clusters of nerves that serve as anchors for their battle scarring. By methodically inserting barbed hooks into the soft tissue of the titan's nervous system a paingiver readies the titan for it's awakening as a beast of conflict. The paingiver is careful to mend the torn flesh with unguents and to smear ointments around the inserted barbs. Care is taken to ensure that these barbs are nested well within the healing hide of the titan. Once these wounds have closed the titan is awoken and the training begins.

The anatomies of these creatures are like a map of torment and an instrument for the paingivers savage craft. The massive beasts are reared and trained so thoroughly that they respond eagerly to their master's commands and act without hesitation. The paingivers constantly watch these brutes and keep them in check with a prodding hook, a lash, or a chained barb that sends searing pain to blind them and bring them to heel. The training is cruel, yet the skorne respect these beasts as weapons that they employ with precision and care. The titans have a keen mind for learning and are capable of much more than any sly predator especially when properly motivated.

In order to bring forth the more aggressive responses of the titan the creatures are prodded into violent action and rewarded well when they behave to their trainers liking. By the time a titan has spent a year in training it has slain scores of lesser creatures in staged battles designed to inure it to the stresses of war and the pain of wounds it might suffer. All along the titan's aggression against any target of its master's ire is encouraged, rewarded, and reinforced.

For beast handlers to rely on the titan's memory of pain and use suffering as a motivator, they ensure that warlike action allows a release from the torturous barbs inserted in the creatures flesh. The titan actually finds a sweet surcease from torment in the crushing, stomping, and smashing of its master's foes.

The more apt and intelligent titans who take to their training with the least amount of prodding and torture are often trained as cannoneers. These beasts have many of their pain anchors removed so that they may wield cannons in battle effectively. Once a titan is deemed a cannon bearer, and its major pain anchors are removed, the paingivers are replaced with the stern discipline of a warlocks mind. The creatures can easily operate such complex weapons on their own, but under the guidance of a warlock the cannoneers maintain a graceful rhythm of motion to keep their cannons ready to fire. A cannoneer bears lighter plating than a gladiator and carries its huge siege gun tucked under one arm. The 'beast also hold a war mace ready to deal out damage to any enemy foolish enough to stray too close.

The strongest of the titans become gladiators. The solid walls of muscle are armed with massive war gauntlets, their tusks are tipped in functional and savage spiked rings, and their bodies covered in thick lacquered armor plates that add protection while pressing down upon the anchors that torment their flesh. The paingivers allow the beasts some comfort, only placing the armor on the titan gladiators when they are to be readied for battle, for constant pain would drive them mad. Yet there is no mercy among the skorne and even the relief they offer their titan warriors is simply another shackle in disguise.

> The titan actually finds a sweet surcease from torment in the crushing, stomping, and smashing of its master's foes.

Rare among the skorne houses is the renowned beast known as the bronzeback titan. These titans are not the docile sort often found in savannah herds. A bronzeback is the largest, strongest bull of a herd and they only appear in the wild. Unlike its less feral kin the bronzeback is possessed of a cunning and strength singular amongst it's kind. Only a few of the skorne houses, Balaash included, have managed to successfully bring a bronzeback into their war stables. Such a creature is a coveted prize and kept for only the fiercest battles. Despite their value the bronzeback remains merely another tool. It serves as a weapon in the skorne's quest to subjugate and enslave anything they deem worthy of serving them. The titans are living instruments of their master's will and, like the skorne themselves, they are trained to fight without mercy.

by Mengu Gungor

by Lilliana Troy

by Lilliana Troy

by Mengu Gungor

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by Mengu Gungor

WARMACHINE

DOUBLE WARMACHINE CHALLENGE

Think you have what it takes to pull out that last second win? Can you do it twice? Both Darius and the Coven have the tools to eek out a win here in a single turn. Figure out how to send that mettlesome mechanic to his grave then see if you have the mettle to bring down the Witches.

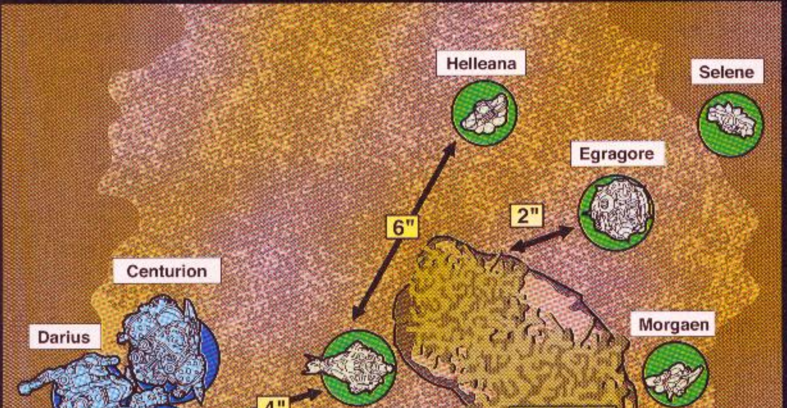
What You'll Need:

Cryx

- Witch Coven of Gharlgast
- 2 Deathrippers

Cygnar

- Darius
- Centurion
- Defender



INSTRUCTIONS: When you do your figuring assume that the warcaster you are activating has the focus listed and that the enemy warcaster has no focus remaining. Remember to use the average die rolls to plan your attack. With some shrewd tactics you should see the enemy fall before you.

THE CHALLENGES

Coven Challenge: Kill Darius

Conditions: Deathripper 1's damage grid is unmarked right of its last cortex box, but a halfjack has locked its movement system. Meltdown scrubbed everything but the head and last arc node box off of Deathripper 2. Helleana has 2 life left, Selene 8, and Morgaen 4. You have 6 focus with which to twist fate this turn.

Darius Challenge: Kill the Coven

Conditions: Your Centurion has only column 2 and the bottom three boxes of column 3 undamaged, and is afflicted with Puppet Strings. The Defender lost columns 1, 2, 3, and the top two boxes in 4. You have no halfjacks avaliable, 5 life remaining, and 5 focus to use. Good luck.

Our Solutions:

Coven: Arc Occultation through Deathripper 2 to give the Defender Stealth. Because the Deathripper 1 is more than 5" from the Defender the Cygnar 'jack no longer counts as an intervening model and the Coven can arc [illegible] Abyss through the Def[illegible] Darius. Perfect Conjunction boosts the Witches magic attack and magic damage rolls, so they should easily hit Darius even if he picks up screening from the Centurion. Average rolls inflict 24 points of damage and kill Darius.

Darius: The Defender activates and whacks the Centurion's [illegible] for an average of 4 points of damage [illegible] shield bonus. Darius moves to the opposite side of the Centurion, remaining in base-to-base contact, and destroys [illegible] with his Quake [illegible] Spells and continuous effects are removed from destroyed models, so Puppet Strings goes away. Darius uses his feat to fully repair the Centurion, casts Full Throttle on himself, Jack Hammer on the Centurion, and [illegible] the Centurion 2 inches closer to the [illegible] The Centurion activates and advances an extra 2" from Full Throttle to engage the Egregore. Boosted attack rolls and additional attacks from Jack Hammer ensure that average rolls kill all the Witches.

MAKEDA'S BACKBONE

BY ADAM "GUN-SHOW" JOHNSON

Ladies, Adam has your tickets to the gun show.

When playing HORDES, my biggest pet peeve is allowing my opponent's actions decide how I play. Yes, all good generals know how to adapt, but lets face it, Napoleon could not resurrect a Carnivean and Patton did not know how to heal d3 damage after destroying a model! I want a HORDES army list that provides flexibility under pressure, remains an effective fighting force no matter what my opponent does, and acts as a simple platform to build various tactics. This army list fits all of these needs.

Makeda is the warlock of my army. With six Fury and four spells, she'll spend many of her actions using her abilities to provide magical aid to the army—all without drawing her sword once. Sure, she might look like your great aunt, but Maekda knows more ways to cut you than you know how to bleed. Against high ARM, low DEF models, I try to get the most out of Vivisection and use Fury to gain extra attacks. When attacking models with high Defense, boosting her chances of hitting is key. Don't bother boosting if you have Carnage activated, however, as she gains the same benefit as her allies.

Two Titan Cannoneers make up my warbeasts. With a 12" range, POW 15, and AOE 3" blasts each, it is hard to argue the effectiveness of these brutes. On top of the firepower, the Cannoneers possess my favorite animus, Diminish, which generates a 3" aura reducing enemies by -3 STR. Not only does it increase the Cannoneer's survivability, Makeda can cast it on herself to go toe to toe with heavy hitters and survive. Use your Cannoneer to knock down the enemy's warlock and shoot the down model with the other Cannoneer. The POW+STR 15 War Mace helps round out the versatility.

Praetorians form the army's meaty center. I name the units Vanguard and Rearguard to match their typical roles. I have Makeda cast Savagery on the Vanguard the first turn, allowing them to

ADAM'S SKORNE ARMY LIST

ARCHDOMINA MAKEDA	64
TITAN CANNONEER	115
TITAN CANNONEER	115
PRAETORIANS +4	85
PRAETORIANS +4	85
TOTEM HUNTER	35
TOTAL	499

Makeda and the boys. 499 points of Skorne whoop-ass

both run and make a melee attack. That's a 12" threat range, which comes in handy when blocking charge lanes, get in the grill of advance-deployed units, or allow easier flanking tactics. Remember to use Penetrating Strike on Warbeasts and Combo Strike on high ARM troopers. I have Makeda cast Defender's Ward on the Rearguard, which in tight formation, gives them DEF 15 and ARM 16—pretty good for an 8-point model. When I'm sure the enemy is going to charge, I flank my Rearguard with Cannoneers; the effects of Diminish make that 16 ARM much harder to crack. Don't forget that the Praetorians automatically rally and don't flee while in Makeda's command range. Now that's a whoopin'!

Next is the Totem Hunter. Love him or hate him, his combat utility is undeniable and he possesses a fun combo with Makeda—using Hunter's Cry on a unit under the effect of The Lash. Hunter's Cry forces units to make a Command Check, while the Lash lowers a unit's Command. Before you make use of this combo, take out the leader of the unit to get the most bang for your buck. It can be tricky to pull off; so don't be too disappointed if things don't go according to plan. Most of the time, I use the Hunter to take out solos, protect flanks, or terrorize warlocks. Because he's Fearless, the Totem Hunter is perfect for attacking those pesky enemies with Terror that normally keep attacking units out of melee range.

This army is a blast to play as written, but is flexible enough to allow the inclusion of new models like the very useful Paingivers. It also adapts well to what ever the enemy throws at it. Now go bring glory to the Supreme Archdominor Vinter Raelthorne!

TIPS

Always keep one Fury available to transfer damage!

Keep facing in mind when moving your Titans.

Play flexible, but do not let your opponent rattle you.

Learn from your mistakes and don't dwell on losing.

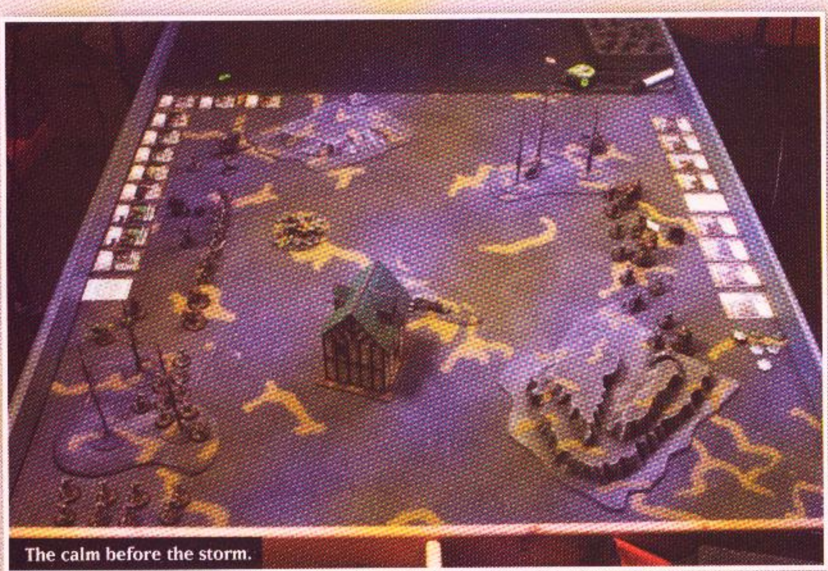
42 katanas in this army...What more do you need?

BY THE LIGHT OF A
BLOOD MOON

A TWO-PLAYER, 500 POINT WARMACHINE BATTLE REPORT

By **Finn Kisch** and **Pat Lechner** · Photographs by **Bob Kuzmeski**

Finn and I often meet with the rest of our group at EndGame in Oakland, CA. For today's game we selected a darker board as a suitable backdrop for our Cryx harvesting battle. Being of the Cryx persuasion I keep a few tricks up my sleeve. Finn, however, can be incredibly cagey with his Mercenaries. I doubt this will be an easy fight. His Magnus has shredded more than one of my armies in the past and I'll be interested to see how well they hold up against my secret weapon: Bane Knights.



The calm before the storm.

SCENARIO

The smell of rotting flesh lurks under the crawling evening mist. Magnus holds up his mechanical hand and quiets his ragtag band of mercenary followers. "Toruk's scum," he mutters and his warjacks' eyes begin to glow. In the distance the unmistakable silhouette of Skarre Ravenmane coalesces from the fog. She surveys Magnus' warband with a cruel smile. The pirate queen beckons her servants forward and unsheathes Bloodwyrm and Takkaryx. Tonight's cemetery run looks to be very profitable indeed.

Today's scenario is simple: kill the enemy warcaster!

ARMY COMPOSITION

FINN (MERCENARIES):

Magnus the Traitor is one of my favorite warcasters to play, so I've had a fair amount of practice with him. I know from bitter experience that the best way to beat Skarre is to blow away her entire army from underneath her, which is no easy task! To that end, I'm going to forgo my usual slam-heavy Magnus tournament list and focus on killing the little guys.

I tend to activate Magnus' feat on the first or second turn to get right up in my opponent's face. The Mangler, reinforced by Temper Metal, takes point. He can mow down enemy heavies or ranks of infantry with equal ease. Herne and Jonne provide covering fire to thin the ranks of thralls while the Renegades focus their rockets on lurking bonejacks. The Steelhead Halberdiers work either as a countercharge unit or a defensive line to block incoming charges. Eiryss is also dual-purpose. Sometimes I'll use her to hunt unit leaders and other times I'll use her to keep warjacks equipped with arc nodes and other unsavory characters away from Magnus. Gorman plays bodyguard. His Smoke keeps Magnus hidden and Black Oil neutralizes enemy solos, and it works great for the warcaster coup de grace!

PAT (CRYX):

I chose Skarre the Pirate Queen for a few reasons, but mostly because she was my favorite in the pre-Goreshade days. She hasn't seen play in my lists for about a two years, but with Queen Skarre

MERCENARY ARMY
FINN KISCH

WARCASTER:

MAGNUS THE TRAITOR
69

WARJACKS:

RENEGADE LIGHT WARJACK X2
130

MANGLER HEAVY WARJACK
105

MERCENARIES:

EIRYSS, MAGE HUNTER OF IOS
29

GORMAN DI WULFE,
ROGUE ALCHEMIST
8

HERNE STONEGROUND
& AREQUEBUS JONNE
42

STEELHEAD HALBERDIERS
(LEADER & 9 TROOPS)
94

497

CRYX ARMY
PAT LECHNER

WARCASTER:

PIRATE QUEEN, SKARRE
66

BONEJACKS AND HELLJACKS

DEATHRIPPERS X2
76

TROOPS AND SOLOS:

BANE KNIGHTS
(LEADER & 7 TROOPS)
99

BILE THRALLS
(LEADER & 8 TROOPS)
59

MECHANITHRALLS
(LEADER & 7 TROOPS)
51

PISTOL WRAITHS X2
66

SKARLOCK
16

MERCENARIES:

GORMAN DI WULFE,
ROGUE ALCHEMIST
28

OGRUN BOKUR
(CLIENT: PISTOL WRAITH)
39

500

right around the corner it's about time I rekindled the love.

I've swapped Skarre's normal Seether for the recently dubbed 'solo flank' team. I've worked on this team (Bokur, Gorman, and two pistol wraiths) for the last few months and it has thus far proven most effective. The four of them have enough power to take down big stuff and plenty of effects to neutralize several models. Bane Knights will handle the other flank to squeeze Finn up the middle where the bile thralls can thin out the herd.

The one gamble I'm making with this force is running with only two arc nodes. That is fewer than I like, so I'll have to be careful with their placement.

SET UP

FINN (MERCENARIES):

Pat brought Bane Knights. That big cheater! They are the one Cryx unit I don't have a good plan for. Bane Knights negate the Mangler's Circular Strike, which is a key infantry control tool in my army. They spread out too far to catch more than one or two under a Renegade pie plate, and they are too heavily armored for Herne & Jonne's templates.

Fortunately I win the deployment roll, so Pat won't be getting the jump on me. I figure the Bane Knights will probably deploy on my left side in the forest behind the building. They can take advantage of their Ghostly ability to zip right through the woods and hit my flank through the building without me being able to land many shots against them. I've played against the 'solo flank' tactic before, so I figure they will be on the other side. That leaves the mechanithralls as a meat shield up the middle and the bile thralls behind them. The only thing I'm not really sure about is where his arc nodes might go.

With all this in mind, I think my battle plan is still sound. I deploy the Mangler in the middle with the Halberdiers just in front. One Renegade goes on each flank to provide the best possible coverage against the Deathrippers. Magnus, Gorman, and Herne & Jonne stay behind the front lines close to the center. Eiryss advance deploys just a little in front of the line in the forest where she can stay out of the way until she's got a target.

PAT (CRYX):

I would have preferred going first to gain board control before the rush, but it's nothing to worry about. The advantage of Cryx is the ability to re-deploy quickly. Judging by the way Finn deployed his force I expect to be rushed before I even get a chance to move. I'll have to forgo the Bane Knight flank in favor of a more counter-charge friendly center setup. Hopefully the

The Mercenary battle line.

mechanithralls can hold one side while the 'solo flank' heads up the other. I'll use the arc nodes to thin out the troops with Hellfire or Blood Rain since the bile thralls are now on flank duty.

My main strategy stays the same however; flank one or both sides and regain board control in a turn or two should the rush happen. I will have to wait and see. Back-to-back runs could put his force almost anywhere. I'm actually hoping my assumption is wrong. That allows me a fairly good chance of controlling the board with my superior numbers.

TURN ONE

FINN:

Ouch! The 'solo flank's' right where I expected it, but I'm concerned about the front-and-center Bane Knights. I'm not so worried about getting flanked by the mechanithralls, but that Bane Knight center is going to be tough to crack. I'll stick with the plan and see what happens.

I move the Halberdiers forward and spread out into "Blood Rain formation." They will have to back up the Mangler against the Banes. Even though Circular Strike is not ideal, I'm going to move my warjack out there and force the Bane Knights to deal with it. With Temper Metal raising the Mangler's ARM to 21 and keeping it Corrosion-free, it should be able to dish out a fair amount of damage before getting scrapped. The Halberdiers can follow up and kill the stragglers.

It is a full-court press with all the warjacks. They run forward and Magnus activates his feat. He also casts Blur on Herne & Jonne. I don't want them getting killed by pistol wraiths before they get a chance to thrash the bile thralls.

The advantage of death: No fear

PAT:

The good news is that I saw this coming. The bad news is there is very little I can do about it. The Mangler is out of charge range for the Knights and the Renegades are in a position to hit anything they want no matter were I go. Worse yet Skarre does not have enough magical fortitude without her extra focus to deal with any of these threats without support. Time to hunker down and play the target saturation game.

I give a single focus to a Deathripper and prepare to move into the line of fire. I know he's after the arc nodes, so I use them as bait. It is definitely a gamble. However, the key to target saturation is to give him what he wants while setting up other avenues of attack. He will have to choose the most dangerous threat. I place both arc nodes carefully to ensure that they do not endanger other models with incoming fire. If he is going arc node hunting, that is all he is going to get.

All infantry moves forward so as to provide juicy secondary Obliterator targets and possibly to counter-charge the Mangler. A bile thrall takes one for the team and gives Skarre 2 extra focus next round. The 'solo flank' moves up the side close enough to threaten but far enough away to force complete dedication to deal with it.

Once again I'll have to wait and reassess my plans after Finn's turn. I can only hope I gave him far too many targets to deal with and I can make a play for board control next turn.

TURN TWO

FINN:

So far so good. I have got him on his heels. I know that I'm sunk once Cryx gets board control, so I have to keep him reacting. The first thing is to remove those arc nodes and get Skarre forward where I can hurt her. I upkeep both spells and load up the Renegades with two focus each.

The first Renegade moves back a bit to get out of the Ogrun's charge range and lets go with a rocket at the central Deathripper. I need a 10 on 3d6. I roll an 8–the first of many subpar boosted rolls this game. To add insult to injury, I do only two points on the boosted damage roll and I utterly fail to scratch either of the Bane Knights in the blast radius.

Cold dice mean I will have to hedge my bets and play more conservatively than I would like. I'm nervous about the other Renegade's positioning, but I must destroy the second arc node. It stands there and launches its rocket with the aiming bonus. A good thing too, since I hit with a 9. The damage roll is pathetic, but it is enough to knock out the arc node.

Herne & Jonne head over to the thrall-heavy side of the board and start dropping templates on the bile thralls.

The Steelheads charge forward and one of them smacks a knocked-down Bane Knight. This puts them in a good position to deal with the Bane Knights or the Ogrun next turn without being too vulnerable to either. One Bane Knight Shadow Shifts over to the Mangler and attacks it for three points.

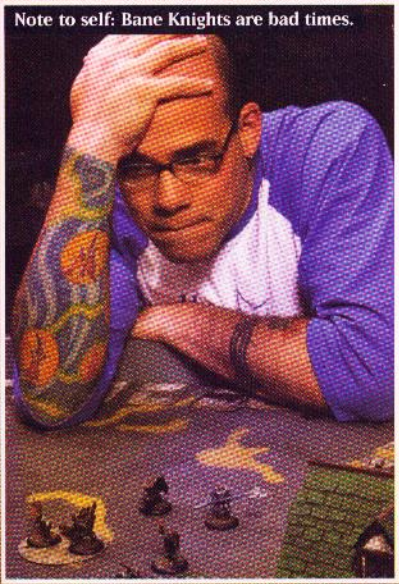
That just makes the Mangler mad. It takes its frustration out on the knocked-down Deathripper. He does not need any focus to reduce the bonejack to so much necrotic slag. Eiryss follows suit and drops the Shifted Bane with a Death Bolt.

I do not want Magnus getting within Skarre Bomb range (especially with no focus points), so he sits tight and Gorman drops some Smoke on him. Time to see how Pat deals with an arc node-free environment.

PAT:

Disaster! One Deathripper is dead and the other is missing its arc node. I need to regain control now or it will be a very short game. Fortunately my field position is fairly decent. The saturation worked. Unfortunately I can only cause so much hurt since the Knights are the only things capable of doing significant damage this round. I need my army to do the greatest amount of damage with the fewest number of models and still survive the counter charge.

Charge of the Bane Knights.

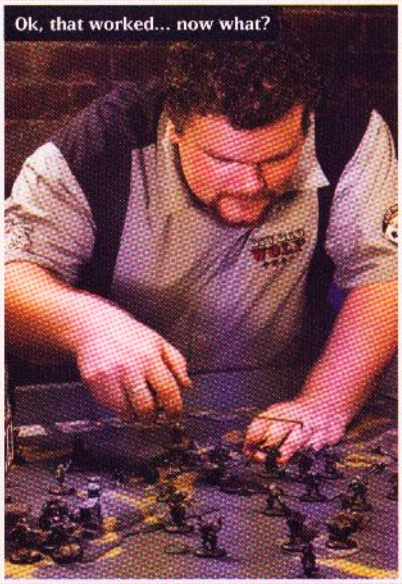

Note to self: Bane Knights are bad times.

I decide to activate Skarre's feat this turn without using the Skarre Bomb.

Skarre keeps all of her focus and I move her up to cast Dark Guidance. Normally that spell is a huge focus sink, but without arc nodes I don't care. The feat catches all but the 'solo flank' and a few mechanithralls.

The Knights charge and level the Mangler and Jonne. A Renegade loses its movement as well.

It is time to lessen his options and tie down some key models. The mechanithralls run to engage the legless Renegade. One pistol wraith uses Death Chill on the other Renegade, which the Bokur runs over to engage and ensure it is not going anywhere without suffering a serious hurting. The remaining pistol wraith unsuccessfully attempts to thin out the Steelhead herd. Another bile thrall goes down for the cause and providing 6 extra focus. Now it is time to rely on Shadow Shift paired with Skarre's feat.


Ok, that worked... now what?

TURN THREE

FINN:

My heart drops into my stomach about the same time as my jaw hits the table. I forced him to react all right. He reacted by beating the crap out of my army. Not exactly what I had planned. I do not have to worry about the Skarre Bomb anymore, but now I have to worry about ARM 21 Bane Knights throwing 3d6+16 worth of Shadow Shifting damage around for a turn. One of my arc node equipped warjack is legless. The other one is locked up by the Bokur. Jonne and his arequebus are history. I am no longer in control of this game.

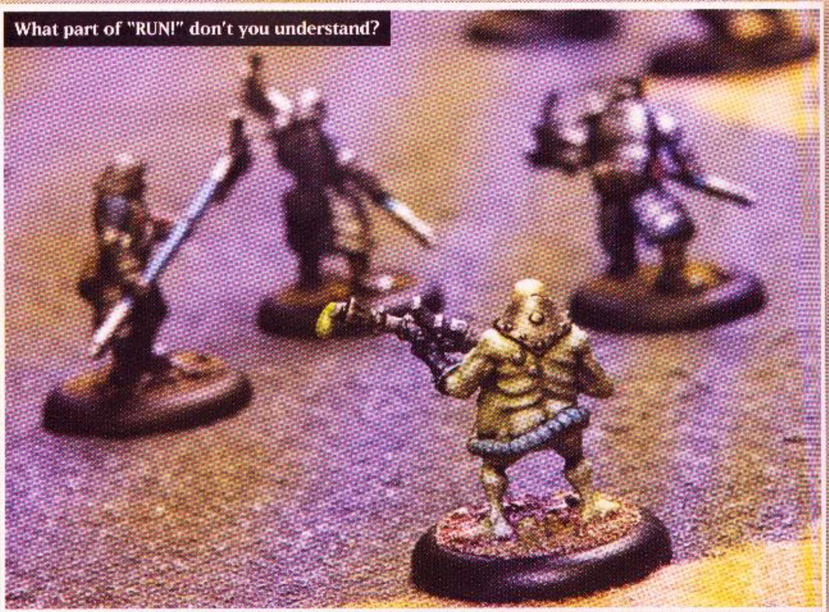
I clearly cannot kill Pat's whole army with what I've got left, so I must go straight for

Group hug!

Skarre moves up and takes care of the elf courtesy of a Knight. She keeps the remaining seven focus as I forget to cast Dark Guidance. The 'solo flank' divides and conquers. One Rust Bomb and a couple Wraithlock shots later and the other Renegade goes down. The remaining wraith and the Bokur run out to prevent Magnus from coming this way.

Yet another bile thrall goes down to the Skarlock. I roll a 1, of course.

The mechanithralls clean up the rest. This leaves Gorman engaged and Magnus almost surrounded. Magnus remains the warcaster kill. I'll need my remaining arc node, so I give it a focus to run.



What part of "RUN!" don't you understand?

I need to destroy that unit of Bane Knights or it will just keep wrecking me. Eiryss caps the leader with a Death Bolt for starters. The Halberdiers follow up with some CMA and whack a few more. The Shadow Shift counterattacks kill two of the Halberdiers but I'm still ahead. The Halberdiers are in Purge range from a couple of bile thralls, but Magnus has enough focus to drop them with spells. Plan B seems to be working

The Bokur threatening the remaining Renegade isn't in client range, so I'm looking at 3d6 damage (not 4d6) from the free strike. I must take the risk. I move. Pat rolls. He hits and the last box of damage corresponds with the last box of movement. I can't catch a break today.

Next turn I know I'm looking at Magnus and Gorman against a whole lot of models. If anyone's going to kill the Pirate Queen it is going to be those two. They move forward and over toward Skarre's side of the board stopping only to miss some attack rolls against the mechanithralls. Herne, not to be outdone, also fails to kill anything with his gun. I hunker down and wait for the next turn.

PAT:

Magnus will have to wait. That elf must die! Other than that tiny, insignificant problem this turn is going to be about clean up.

I've lost almost all my Knights. There are just enough left for one elf-be-gone Sacrificial Strike and a coup de grace against the mechanithrall-bound Renegade. As a bonus they've staged the now fleeing Steelheads for a bile thrall. Thank you Shadow Shift.

We met at last.

untouched because I forgot to cast Dark Guidance.

TURN FOUR

FINN:

Skarre has seven focus, but Magnus has a shotgun and Arcane Bolt. I can do this. I can do this. Magnus looks around at the mechanithralls, looks at Skarre, shrugs, and walks forward. Every single mechanithrall misses their free strike. Things are looking up! Magnus sheaths Foecleaver and pulls out his shotgun. Chk-chk-BOOM! Does he hit her on a boosted attack roll? YES! Does he damage her? NO! Do the follow-up Arcane Bolts do any good? NO! Alone on the battlefield with only one focus remaining Magnus draws Foecleaver again and waits for the end.

PAT:

I completely forgot to have Skarre cast Dark Guidance. Frustrated, the Pirate Queen takes matters into her own hands, charges Magnus, and finishes the battle.

CLOSING THOUGHTS

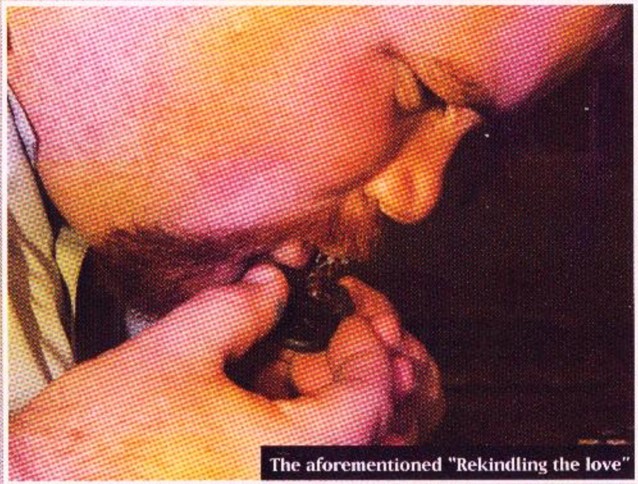
FINN:

I hate facing the Bane Knights! They are a beating to begin with but Skarre's feat makes them too good to be true.

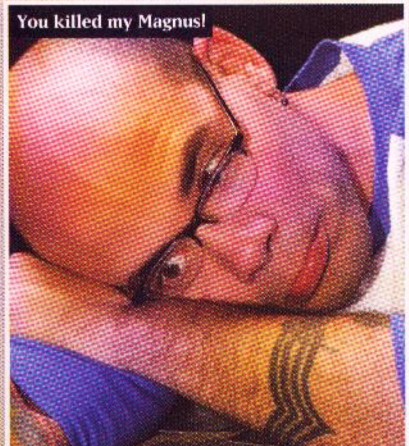
This game was not all about the Banes though. I made a few small but significant mistakes in positioning. If Herne and Jonne had managed another turn of shooting and a I had a free arc node at my disposal I would have had a fighting chance on Turns 3 and 4.

Pat's one of my favorite opponents: a stellar sportsman and a great Cryx player. We tend to split our games about 50/50. I reckon I may have to pull out my Cygnar and remind him how much he hates Trenchers. I'll get you next time, Pirate Queen!

Your death pleases me more then you will ever know.



The aforementioned "Rekindling the love"



You killed my Magnus!

FINAL TALLY

CRYX:

OBJECTIVE–DEATH OF OPPOSING WARCASTER: COMPLETE
VICTORY POINTS: 18

MERCENARIES:

OBJECTIVE–DEATH OF OPPOSING WARCASTER: INCOMPLETE
VICTORY POINTS: 1

THE WINNER: CRYX!

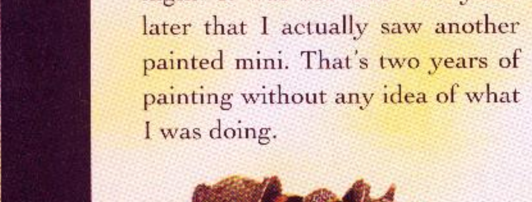
INSIGHT INTO PAINTING REALLY, REALLY, SMALL

AN INTERVIEW WITH RON KRUZIE

***Ever wondered what it takes to become a full time miniatures painter?** We managed to corner **Ron Kruzie**, a Privateer Press' Miniatures Painter, to gain some insight into the painting process. Ron is responsible for painting some of the amazing miniatures found here in No Quarter and on the packaging for the box sets.*

When did you first paint miniatures?

I was about 12 years old—around '86. My first miniatures came from a Ral Partha boxed set called Dungeon Adventures 2 and painted the whole set in one night. It was not until two years later that I actually saw another painted mini. That's two years of painting without any idea of what I was doing.



What was that first painted mini you saw?

It was by Mike Mcvey in an old Dragon magazine—the old Rogue Trader imperial heavy weapons boxed set, with the mole mortar, Tarantula, and Land Speeder. I just found out recently that Mike painted that. Funny, I thought they came painted, but when I discovered that they weren't, I thought I could never paint like that.

Did you get better during that time?

I had long stretches of non-improvement. There was no internet, so I stayed complacent in my comfort zone. It was not until much later that I saw big jumps in my skills.

How long have you been gaming?

Since forever. My mom used to play Stratego with me when I was just a pup and my brother introduced me to D&D very early on. We made dungeons together. Every room had a skeleton, a giant ant, or an orc. I have to give credit to my brother for my gaming. My first war games were Car Wars, Ogre, and G.E.V. from Steve Jackson Games.

Who were your influences for painting?

My mom bought me my first paints (from Ral Partha) and that early boxed set of miniatures. I wouldn't be doing any of this without that first step.

When I was a kid, I did not know who any painters were, so I just looked at the boxes and old Dragon articles. Those early figures were some of my influences. Then, a great guy named Pat Kinnebeck from the game store taught me the basics. At this time, I lived in North Pole, Alaska, so winters were long. You can imagine that kids in North Pole either find a hobby or go nuts. Painting all winter long got me through.

Later we moved down to Utah. At the time there were not that many great painters down there and I knew I wanted to get better. I had a few tricks that I used, like matte medium and ink washes that got me by, but I knew I wanted to go to the next level. I was in that complacent place and there was no competition. I decided to move to Seattle where I knew there would be more painters. All that rain, and again, you need a hobby.

After several years in Seattle, and on the verge of giving up painting, I ran into Marika Riemer painting at a game store. I was very inspired—she was someone who painted for the beauty, not just for gaming. She introduced these tools called the "internet" and the magical "Windsor Newton Series 7" brush. Marika was kind enough to share some of her techniques and wisdom. These pointed me in a new direction and I found myself on a new path.

The models I painted after that meeting gave me the opportunity to work with Privateer Press. A friend was working for them at the time and got me in to see Mike—I was nervous and scared. I had plans to do my very first skydiving trip the day after that meeting and I still don't know which I was more scared of.

We got along very well and found that we had a lot in common. I was thrilled and honored to have him offer me work.

Mike and Ali really took me under their wing and have been very kind and patient with me. Having the opportunity to work with these two great artists has pushed me out of my comfort zone and sharpened my skills, sometimes with a bamboo stick. They drive me to paint better, faster, and to continually challenge myself. I love it.

What makes a great painted model in your opinion?

Ha! Just look at it. You like it? That hard part is realizing if your own work is "great." See what makes other painters' work look so good. But for a little basic knowledge, go for solid, clean base coats. I'd also include balanced colors, taking into account placement as well as palette. Contrasting colors. Also, a finished base is nice.

What is your favorite piece that you painted for Privateer Press?

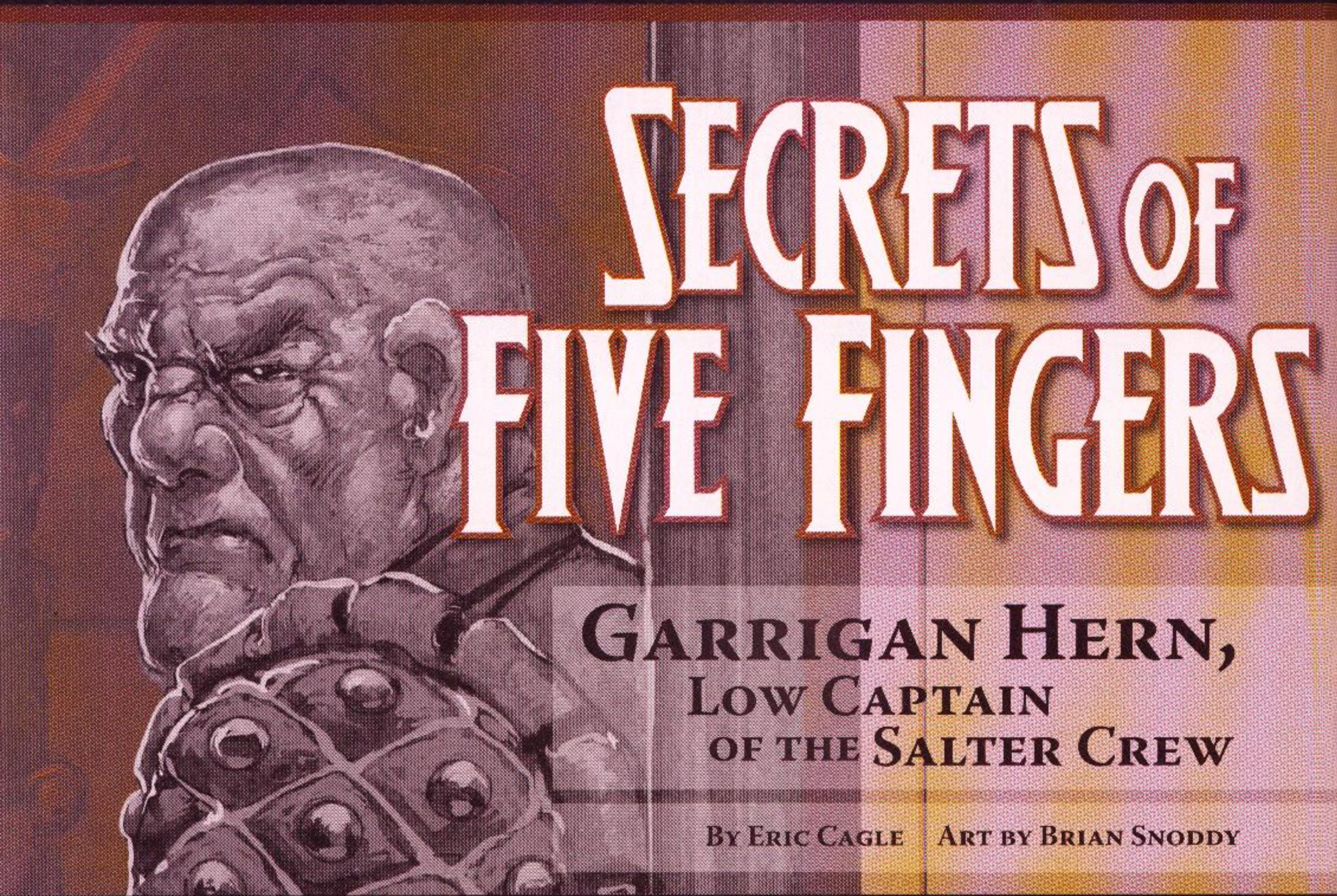
The Ogrun Bokur. I was happy with my Hammerfall dwarves, too. Those little guys took me three weeks to complete. These days, however, I could paint them in about three days. Recently, it's been the Sea Witch. I got some personal training on doing female skin tones—I needed that. Now, it's the Trollkin Fellcaller.

Is there any model in the line that you haven't painted, but want to?

The Epic Butcher of Khador—he's hardcore. If I were a character in the Iron Kingdom, I'd want to be him.

What do you do when you are not painting?

Well, before I was painting for Privateer Press, I worked in culinary arts for 12 years. That leads into cooking and eating, which I love. Otherwise, I game—mostly historic gaming and enjoy the natural world.



SECRETS OF FIVE FINGERS

GARRIGAN HERN, LOW CAPTAIN OF THE SALTER CREW

BY ERIC CAGLE   ART BY BRIAN SNODDY

Five Fingers: Port of Deceit exposed the seedy underbelly of that notorious city. Riddled with crime and corruption, the town's true leaders are ruthless cutthroats, extortionists, smugglers, and murderers known as High Captains. They, and their subordinate syndicates and gangs, ensure that the blood of commerce pumps through the city. Everyone in Five Fingers owes allegiance to someone, willingly or not, and it is up to the lieutenants, called Low Captains, to enforce these allegiances and the lucrative extortion rackets that accompany them.

Garrigan Hern is one such Low Captain, serving High Captain Velter Waernuk and commanding the dreaded Salter Crew. This gang claims the whole of the Wake Islands as their turf, casually brutalizing, maiming, or even murdering anyone who challenges their authority. Hern serves Waernuk as both his primary enforcer and occasional bodyguard when business takes the High Captain away from his hideout.

Hern is a stocky Midlunder, born of Cygnaran stock, but has lived his whole life in the city and considers himself Thurian. The son of a farmer displaced by the incessant warfare, the elder Hern picked up stakes at an early age and headed to Five Fingers where nameless thugs murdered him in the streets. Garrigan more or less raised himself, demonstrating a knack for dirty fighting and a callous disregard for life which served him well among the street gangs of Beggar's Isle. Garrigan was encouraged to take to the fighting arenas on Hospice and quickly earned a name as a pugilist without peer, winning considerable prize money at the small cost of sacrificing his looks.

The back alley ring fighter came to the attention of Velter Waernuk who brought him into the organization as an enforcer. His inclusion in the Salter Crew provoked some of the more territorial among Waernuk's old shipmates. They soon learned Garrigan's mettle. One of the toughest sea-dogs made one too many snide comments in earshot of Hern and had his face crushed to an unrecognizable pulp by a single, powerful punch.

Everything about Hern can be described as "craggy", from his rough-hewn face and massive muscles, to his coarse voice. Hern is not a man of many words but when he speaks his subordinates have learned to listen closely, since he does not tolerate mistakes. As Waernuk's main enforcer, Hern spends his days supervising dozens of lesser enforcers who shake down business owners for their payments. He enjoys getting involved personally when necessary, always accompanied by a small band of his trusted Salter Crew. He has survived numerous assassination attempts and few realize that the medallion he wears keeps him from dying from even the most grievous wounds. This medallion was a gift from Waernuk and originally stolen from a temple of Morrow; a temple whose servants are actively trying to get their treasure back. Hern is extremely loyal to his High Captain, but is a true criminal and realizes betrayal could come at any moment. He is content to follow Waernuk's orders until the opportunity presents itself for him to fill the gap when the "old man" dies.

Hern despises Tomas "Silvertouch" Gladson, Waernuk's personal financer and keeper of the Wake Isle Syndicate's purse strings, to whom he must pay his own cut to fill Waernuk's treasury. Hern has kept his opinions of Silvertouch to a select few, but word spreads in Five Fingers and no one would be surprised if Silvertouch ended up tied to the bottom of some flatboat bound up river. The feelings are mutual, but Waernuk's iron grip on his gangs keeps hostilities to veiled insults.

In addition to the "day to day" business of collections, Hern runs his own gambling establishment called "The Grotto" on East Wake Isle, and his Salter Crew donates the majority of their mugging and extortion take to Hern (and Waernuk, after a slice). Members of the Salter Crew wear heavy greatcoats and cutlasses adorned with the symbol of a broken anchor, along with a swagger that few can ignore. They are ruthless and have few compunctions about sticking a dagger in the throat of anyone that looks at them the wrong way.

LOW CAPTAIN GARRIGAN HERN

Male Thurian Fighter 5/Enforcer 7
AL Lawful Evil, Born 568 AR
Medium-size Humanoid
INIT: +5 (+1 Dex; +4 Improved Initiative)
SENSES: Listen +4, Spot +3
LANGUAGES: Cygnaran, Five Cant, Ordic
REPUTATION: 39
AC: +18 (+1 Dex, +3 armored greatcoat +1, +4 studded leather +1), touch 17, flat-footed 11
HP: 97 (5d10 + 7d8 + 36)
FORT +11; **REF** +7; **WILL** +7
SPEED: 30 ft. (6 squares)
MELEE: +16/+11 (+2 mechanikal cutlass, 1d6+5/18-20) or +14/+9 (1d3+3, unarmed strike)
RANGED: +12/+7 (+1 mechanikal military pistol, 2d6+1/19-20) or +11/+6 (1d3+3, throwing knife)
SPACE: 5 ft.; Reach: 5 ft.
BASE ATK: +10/+5; Grp: +13
ATK OPTIONS: Power Attack
SPECIAL ATTACK: Sneak Attack +3d6, Street Fighting +2d6
ABILITIES: Str 17, Dex 13, Con 16, Int 13, Wis 12, Cha 14

FEATS: Exotic Weapon Proficiency (small arms), Improved Initiative, Leadership, Made*, Power Attack, Ruthless Extortion*, Wake Isles Syndicate*, Weapon Focus (cutlass), Weapon Focus (Unarmed Strike)

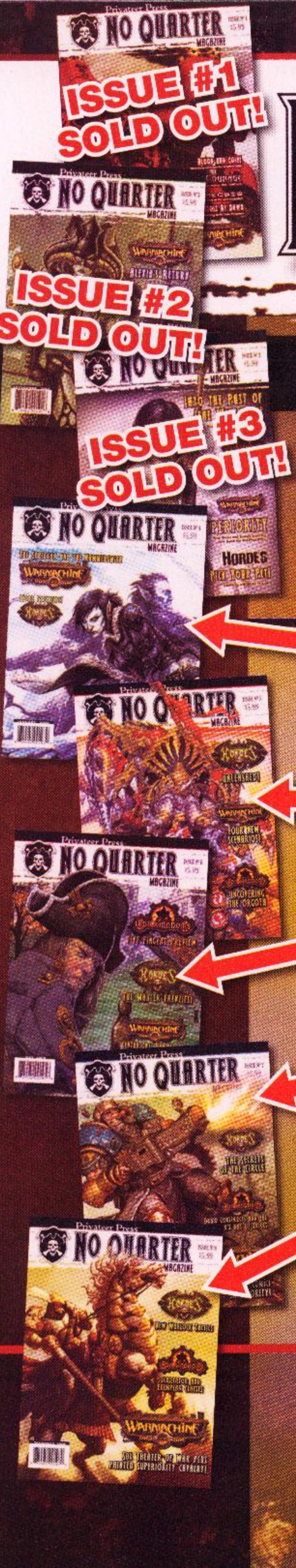
SKILLS: Appraise +4, Bluff +6, Diplomacy +3, Gather Information +17**, Hide +4, Intimidate +17, Knowledge (history) +2, Knowledge (local) +7, Knowledge (laws) +4, Listen +4, Move Silently +4, Profession (Extortionist) +8, Search +4, Sense Motive +5, Spot +3

EXTRAORDINARY ABILITIES: Gut Shot* (Ex), Improved Unarmed Strike (Ex), Punishing Blow* (Ex), Word of Mouth* (Ex)

POSSESSIONS: +1 mechanikal military pistol, +2 mechanikal cutlass (treat as scimitar), 4 throwing knives, +2 armored greatcoat, +1 studded leather, periapt of wound closure, mechaniks' boots, holster, gunner's kit. Hern works for one of the wealthiest men in Western Immoren and could have access to any number of other pieces of equipment as needed.

RELIGION: Hern is not religious. Still, he does keep a well-worn figurine of Scion Khorva on his person for good luck, and he hasn't lost a fistfight since he started carrying it. (non-practicing Thamarite by default)

* New ability, feat, or skill described in Five Fingers: Port of Deceit.
** +10 to Gather Information checks due to Made feat.



NO QUARTER MAGAZINE

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TERRAINTHRALLS

YOUR BATTLEFIELD SHOULDN'T BE BORING

Unearthed by **Nathan Letsinger** • Trollkin huts by **James Bothwell** • Cryxian Soul Mill and Khadoran fort by **James Cornell**

Buried Treasure spotlights timely, compelling, and useful player-generated content for Privateer Press games. Know of some? Email us at:

submissions@privateerpress.com

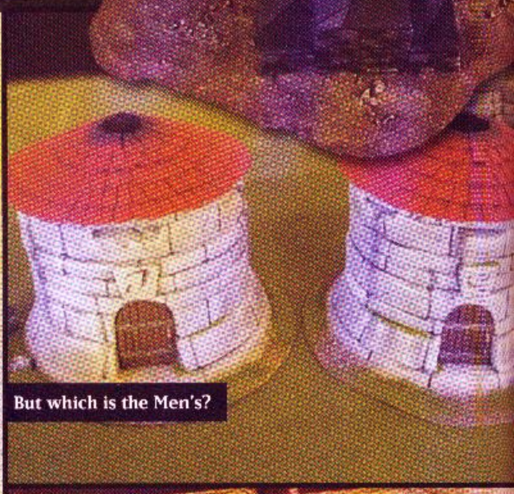
We're not sure what it does but Toruk is pleased.

You've just built that 1000-point Skorne army lead by Magnus the Warlord and Archdomina Makeda, painted each and every model, and are ready to put all of western Immoren under your thumb. You arrive at the battlefield only to find each bush, hillock, and rock oddly familiar and utterly mundane. You're here to conquer the Iron Kingdoms not a random field of sod and trees. You demand terrain worthy of conquest, but where to start?

A group of players calling themselves the Terrainthralls are here to help. They understand the extremes of Iron Kingdoms' geography, and that the details you give your terrain drive home the gritty reality of war. Their guidance can add the kind flavor to your battlefield that makes crushing your enemies all the more satisfying.

Following the lead of the BrushThrall's painting and modeling site, the hobby terrain focused website Terrainthralls.com features several tutorials for bringing an Iron Kingdoms feel to your battlefield. Each tutorial is rated from beginner to master-class and written in concise steps by one of the eight Terrainthralls. By the time you read this the Terrainthralls will have posted their tutorials on building terrain for No Quarter issue 8's Theater of War set in the city of Sul.

Despite our feverish work there just isn't enough space or time to get new terrain articles into every issue of No Quarter Magazine. Thanks go out to all eight members of the Terrainthralls for keeping our battlefields from getting boring.



But which is the Men's?

Next issue we'll have a chat with the lads of Buccaneer Bass, an "unof-fish-al" fansite for Iron Kingdoms role-playing.

Learn how to build a Sul-based board at Terrainthralls.com

The Thrall Phenomenon

BrushThralls, Podthralls, Chat Thralls, Terrainthralls ...what's all this "thralls" business?

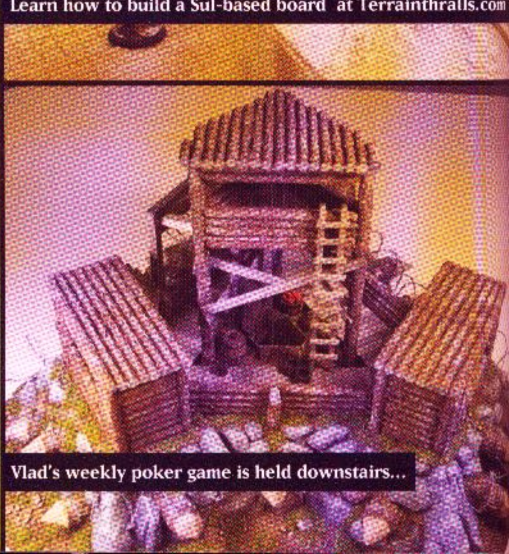
You might think of thralls as mindless, undead minions, but the creative and dedicated people behind these Privateer Press inspired sites are anything but mindless. What might have started as a bit of tongue-in-cheek humor by the BrushThralls has grown into a phenomenon. Every time I look I find a new group of self-proclaimed "thralls" on the net held in, well, thrall to supporting the Privateer Press gaming community. A hearty Privateer Press salute goes out to those of you making us better informed, better painters, and better terrain makers.

BrushThralls.com – a sleek looking site for painting and modeling tutorials.

PodThralls.com – a weekly podcast about the Iron Kingdoms, WARMACHINE, and HORDES.

chat.psionics.net • PrivateerPress – simply the best IRC channel for slacking during work. Not that we'd know anything about that.

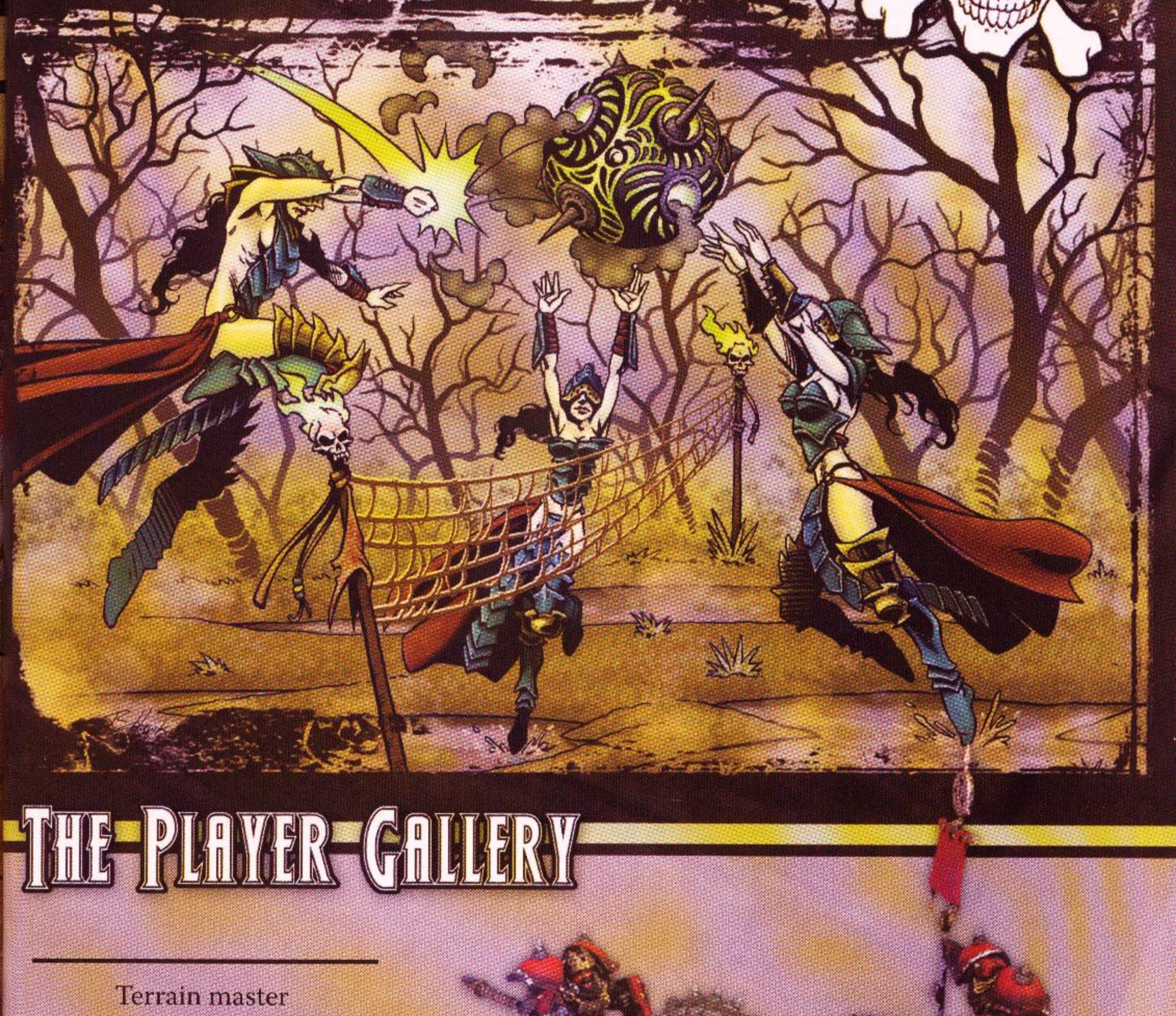
Terrainthrall.com – what are you doing still reading this? Start building your new terrain!



Vlad's weekly poker game is held downstairs...

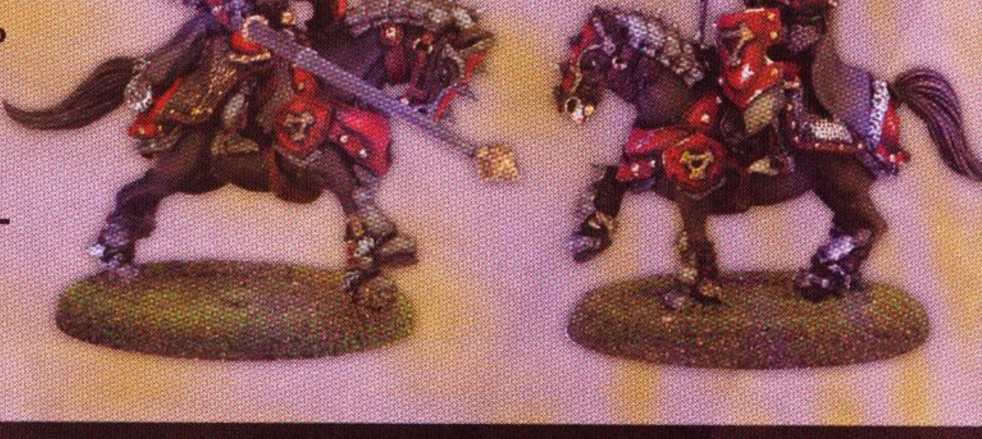
DRAWN-AND-QUARTERED

by **Chris Walton** and **Rob Hawkins**



THE PLAYER GALLERY

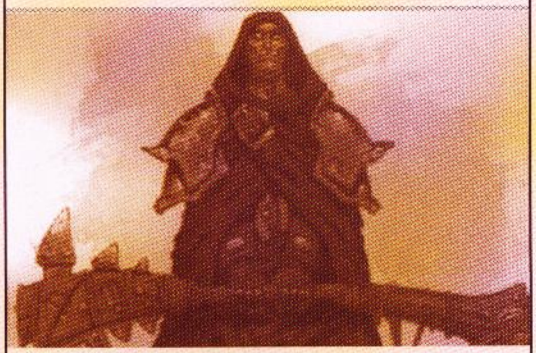
Terrain master
Alfonso "The Traitor" Falco
shows off his modeling
and conversion skills with
these Khadoran cavalry.



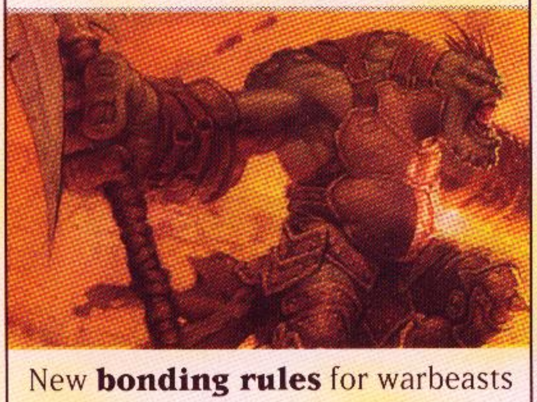
THE POOP DECK

IN THE NEXT NO QUARTER MAGAZINE

Two teams of warjacks. One deadly arena. Get ready for **GRIND!**



The **Druids** of Immoren unveiled for your Full-Metal Fantasy games



New **bonding rules** for warbeasts

PLUS, the launch of the **WARMACHINE LEAGUE SEASON**, and the first installment of **TRAIL OF CHAMPIONS.**

AN "AVALANCHA" OF A CON

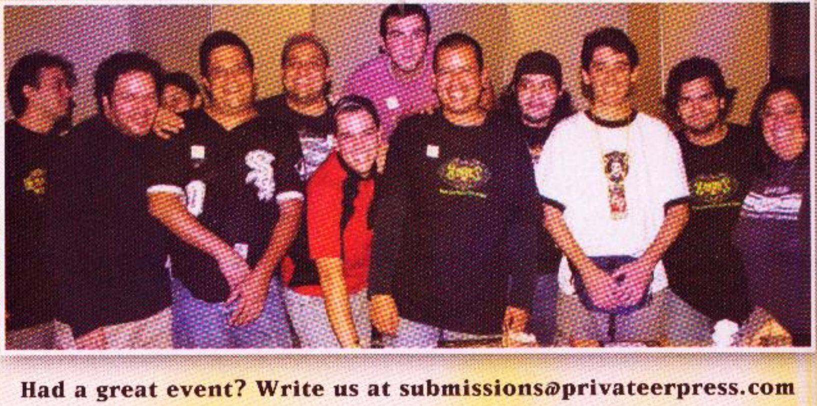
Gen Con may be the dominant hobby game industry convention but it's by no means the only one around. Press Gang member Rodrigo Guerrero gives us the lowdown on Avalancha, Venezuela's premier game convention from July 25th-27th.

"Avalancha was a huge success. For three continuous days more than 4,000 visitors flooded the convention center, and needless to say our booth was one of the most talked about in the whole con.

With five tables, nonstop demos, a huge ruined town display, and veteran tournaments going on all day we brought in very nice crowds. Dozens of people signed up for information about events and regular play outside the con. This truly injects new vigor into an already rabid community and guarantees a Venezuelan foothold in the Iron Kingdoms.

Once again we thank you for your incredible support. It is an unprecedented show of commitment unlike any other company we have ever worked with. Keep your ears up and your eyes peeled as the Venezuelans are here to stay! How could we refuse? Great games, great pieces, great metal, full-blown support, and a pirate theme! We are in the Caribbean, you know? Most of us have pirate blood in our veins. We'll soon join you at the championships to kick ass and take names South American style."

Thanks, Rodrigo! We look forward to that day. Until then, keep Playing Like You've Got A Pair!



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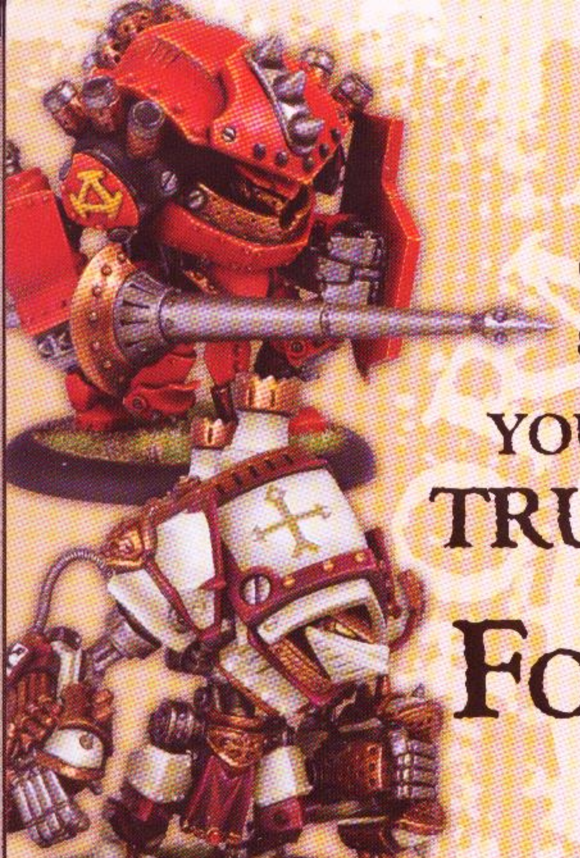

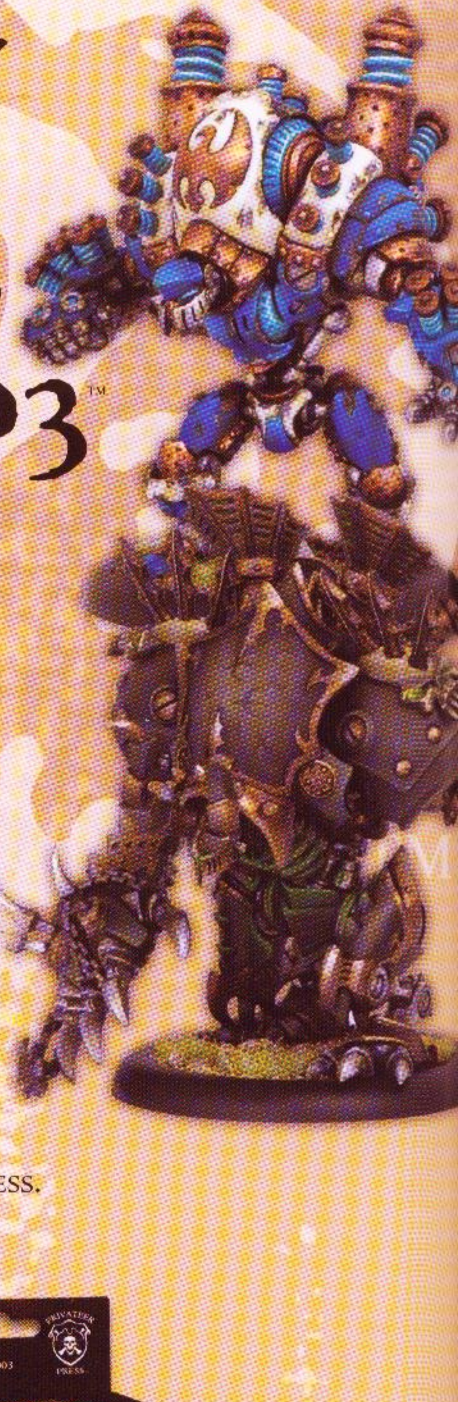

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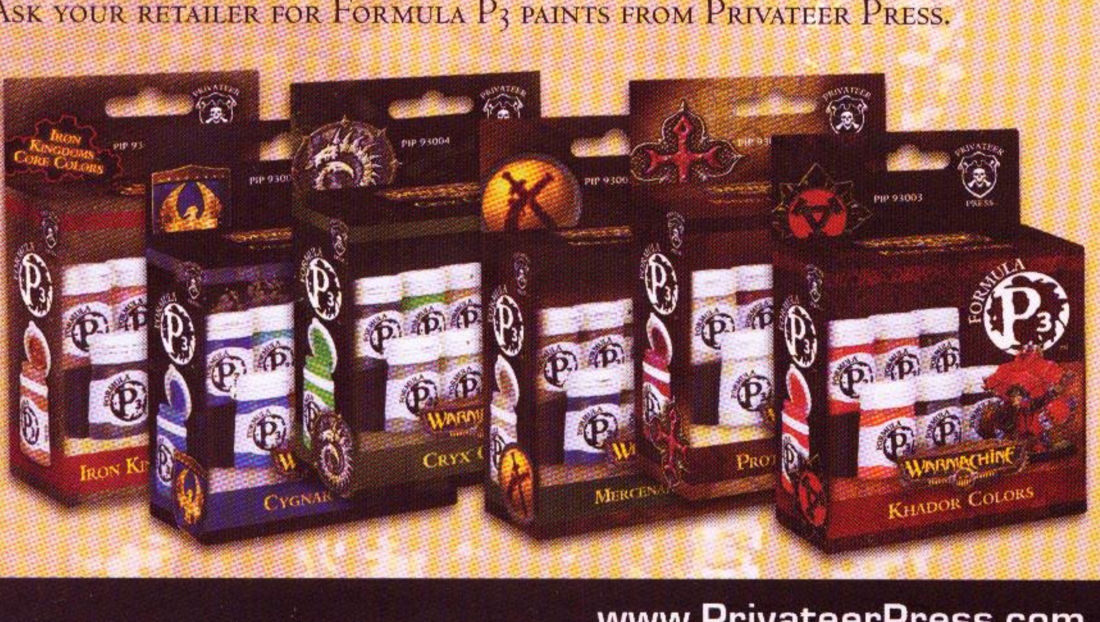
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